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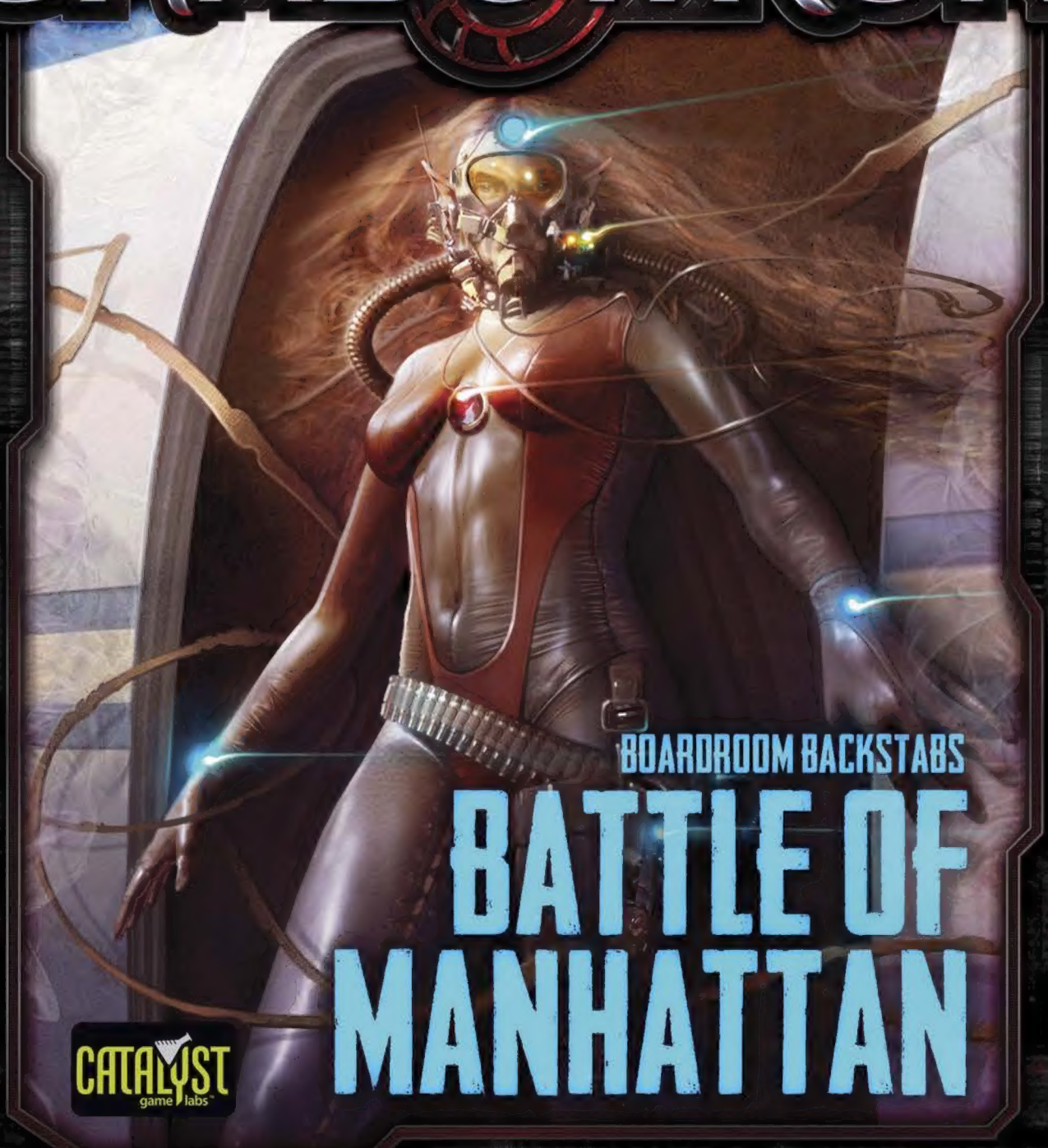

BOARDROOM BACKSTABS

BATTLE OF MANHATTAN

CATALYST game labs

A SIXTH WORLD ADVENTURE

CATALYST
game labs™
ERIC WILLIAMS II

BATTLE OF MANHATTAN

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Warehouse #40, Hong Kong docks

"We needed to leave half an hour ago! What is the hold-up!?" Chang Li asked oh so politely for the third time in five minutes. Captain Han of the independent trading vessel Water Blossom let out another breath through clenched teeth, trying to keep his anger in check. Keelhauling wasn't a Chinese maritime tradition, but it was one Han was giving serious thought to. Had Li not agreed to pay five million nuyen for transportation out of Hong Kong (and paid half up front), Han would have ordered his crew to prepare the ropes hours ago.

Turning to face the former Wuxing employee, Han took in one more deep breath before speaking. "With all due respect, had you not insisted that we take along certain, what did you call them, 'priceless items,' we would have been well underway by now." He waved his hand in the direction of his crew as they continued to load cargo crates. "This delay is putting my crew and ship in jeopardy. So I would *respectfully* suggest you be quiet and let us finish!"

Li opened his mouth, about to say something, but was unable to find his voice for several seconds before finally stammering out "Fine, Captain. But remember that I am the one paying you for this so-called service." Turning on his heel, Li stormed toward the back offices.

Han hadn't realized it, but his hand had drifted to the heavy pistol strapped to his leg. He could have easily shot Li, taken the two-and-a-half-million deposit, and been done with it. But as much as he hated to admit it, he needed the full amount and the job itself. Lately, his luck had turned against him and his reputation had suffered because of it. No, if there were going to be any future work, he had to complete this job.

Still, it would have been an easy shot ...

Without warning, the warehouse's main doors exploded in a crash of thunder and shriek of twisting metal. The echo in the warehouse was deafening as metal shards and bits of building material shot though the loading area. An unearthly smoke billowed through where the doors once stood and an elven figure dressed in wujen attire levitated through. Wind billowed at his ornate robe as lightning illuminated his eyes and leaped from outstretched fingertips. The bolts struck several of Han's crew, leaving charred circles in their chests as they fell to the floor. Through the smoke, several more figures darted in and quickly spread out. Their urban-camo fatigues sported a diamond-shaped unit patch on the shoulders with the number "58" on it. These mercenaries, while not perfectly synchronized in their movements, made up for any lack of unit precision with their assault rifles, gunning anyone who attempted escape.

Thunder crashed and lightning lit up the warehouse as Han dove for cover behind an empty cargo crate. The flimsy plastic container would offer little protection, but at least he had a few precious seconds behind concealment to act. "How in the seven hells did they get past my security?" he wondered as he drew his old Predator I pistol. In quick succession, Han put two shots into a nearby mercenary. Many thought he was crazy for relying on such an old weapon, but Han knew its aim was true. For almost twenty-five years it had been at his side and never failed. That streak continued as heavy rounds found gaps in the mercenary's armor. One struck just between the ballistic plates near the right shoulder, the other square in the neck. The hired solider was dead before he hit the ground. Before Han found another target, a voice louder than anything he had heard before overrode the noise of battle and echoed through the warehouse uttering just one word: "*Stop*!"

Everyone in the warehouse complied, but Han took a moment to assess the situation. Most of his men were dead and the only mercenary down was the one he'd just shot. Worse, the mage, his robe and long snow-white beard still drifting in some kind of personal wind, was unharmed and still hovering nearby. But now he was looking directly at the smuggler captain.

The dead silence permeating the warehouse was broken by the sound of slow and deliberate footsteps. Through the thinning smoke, two figures calmly walked in. One was a large female troll; her dark skin and hairstyle reminded Han of many trips to Africa over the past several years. Buzzing around her was a pair of Sikorsky combat drones. Walking just a step in front of her was an Asian human male dressed in a long coat, tailored business suit, and very expensive shoes. He looked to be in his early to mid-forties, but carried himself with the weight, presence, and power of someone much older. The echo of his shoes was the only sound in the warehouse as he walked. One of the mercenaries approached and held out his arm to the man in the suit as he smoothly removed his coat, all without breaking stride. Suddenly, recognition set in and Han felt his blood run cold.

"Captain Han. I do not wish to see any more bloodshed tonight," the man in the suit said without preamble. "You and your crew are not the reason we are here. You just had the unfortunate luck of being in our way. Now, I give you my word that if you and the rest of your crew stand down, you will not be harmed nor will any retribution be taken. We understand this was just business."

Han knew he had no choice. Even without the mercenaries, there was no way he could win this fight. Standing up from behind the crate, Han laid down his Predator and held his hands up. The rest of his men, those who managed to find weapons, followed suit. The mage floated gently to the ground as the mercenaries closed ranks around the man in the suit. The female troll simply crossed her arms and observed, saying nothing as her drones hovered around her.

Without a word, two mercenaries headed toward the office. From inside, Li cried out like a pig being led to the slaughter. The former salaryman thrashed impotently in the mercenary's grips before they threw him to the ground in front of the man in the business suit. Li continued to sob pathetic cries for mercy.

Disgusted at the display before him, the man in the business suit looked down at Li and hissed, "Get *up*." With shaky legs, Li complied and managed to stand as tears streamed down his flushed face.

"Mr. Li. You should not have run, but then you should not have done a great many things. But that is not my concern at the moment. Now, I give you a choice. Come with us quietly, cooperate, and you will be shown some dignity before meeting your fate. Do not, and it will be most painful for you."

Li's face reddened further but he hung his head in submission. The man in the suit nodded and turned to face Captain Han. "I am a man of my word, Captain. As I have said, you and your crew will face no further harm this night. We shall go, but you will relinquish all the items you have already loaded on board and the money you have already been paid. I am sorry, but it was not Mr. Li's to give in the first place. I would also suggest that before you take another job; make sure the man who hired you is not wanted by the Red Drag ..."

Acting out of stupidity born of desperation, Li grabbed a machine pistol from a mercenary's unsecured holster and pointed it at the man in the suit's back. In a blur of motion, the man in the suit spun around as a crack from the pistol reported. In the first half of a heartbeat, the man in the suit then grabbed and twisted the machine pistol so it was now pointing in the opposite direction with Li's finger caught in the trigger guard. In the second half of the heartbeat, Li screamed in pain as the man in the suit ripped the machine pistol (and Li's finger) away and delivered a series of finger blows to Li's body in rapid succession. The former salaryman fell to the ground quivering, eyes wide in great pain and unable to speak; but he was still alive.

The man in the suit looked calmly at the machine pistol in his hand and then at the mercenary who'd lost it. Before the mercenary could speak, the man in the suit turned the weapon in his hands and put a bullet between the mercenary's eyes. Tossing the pistol aside as if disgusted with its presence, the man in the suit motioned for the rest of the mercenaries to bring Li. As he slipped back into his jacket, the man in the suit looked to Captain Han and simply said "Remember my words, Captain" as he and his people walked out.

As soon as they were out of sight, Captain Han fell to his knees and just stared at the dead mercenary.

Outside the warehouse, William Xian watched as the mercenaries of the Fifty-Eighth Battle Brigade loaded Li into a van and departed. The retrieval had gone better than expected and the mercenaries had performed adequately if not perfectly. He hoped that tonight's example would motivate them toward future improvement. Still, his master would be pleased regardless. And hopefully if anyone wished to try to steal from Wuxing, they would think twice. But deep down he knew "One" would be called to go after yet another "Mr. Li."

On the digital display of his contact lenses, Xian saw comments from both Master Wu the mage and Zarah the technomancer. Wu was already complaining of headaches and wanted to leave immediately, while Zarah reported that all security footage within the surrounding area had been dealt with and not even the Resonance could find it. Looking at the chronometer display, he agreed with Wu. Their task was complete; it was time to rest.

Their private limo rolled around from behind one of the various cargo containers and Zarah growled. Over his display William saw the message: "*She's* here. And she hijacked *my* limo." That comment was all that Xian needed to know. As the limo glided to a halt a mere five meters from the trio, its back door opened and an immaculate-looking human woman with porcelain-smooth features and the latest Chinese business attire stepped out. Xian knew that behind the top-of-the-line smartglasses was a gleam of smug satisfaction. Zarah took exceptional pride in her abilities, and commandeering the limo was a direct insult to her. But then, that was Lin's style.

"Did you have to kill one of my men?" Lin asked in way of greeting.

"He got sloppy. And the last time I checked, the members of the Fifty-Eighth were beholden to the Red Dragon Society, not you personally. Why are you here, Lin?"

Lin moved from the limo and ran a finger over Xian's expensive silk tie. "We'll discuss the mercenaries later, handsome. But to answer your question, I'm here on behalf of the Master. It's been decided that One is going on a little trip; Manhattan to be exact.

"Why?"

"Why? Because the master wishes it, that's why. I'm just delivering the message on his behalf because he's attending to other matters. All you need to know is that your flight leaves from our private airport in ... three hours. Data packets regarding your task have been prepared and will be waiting for you on the plane. You should know that this little adventure is not to be taken lightly. Our Master has placed a high importance on it. So if any of you has something that needs to be done before you leave, better do it now. Because you now have only two hours and fifty-nine minutes."

INTRODUCTION

The Battle of Manhattan is the third of the *Boardroom Backstabs* series of adventures for both *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition*. *The Battle of Manhattan* gives players the opportunity to experience the intrigue, espionage, and combat of the megacorporations' struggle for supremacy. The megacorporations will use any weapon, any tactic, and any person they think might give them an edge.

The Battle of Manhattan is an adaptable adventure; gamemasters can easily adjust it to suit the skills of their team, whether they are novices or seasoned pros. The adventure centers on the conflict between two megacorporations: AAA-rated Wuxing and AA-rated Prometheus Engineering. Recently, the Wuxing board of directors decided that the time had come to expand their North American operations and the best way to accomplish this was to enact a hostile takeover of Prometheus. To help facilitate the takeover, Wuxing turned to long-time associates in the Triads to act as a front to recruit shadowrunners and oversee operations that will eventually allow Wuxing to absorb Prometheus. This leads to a series of events that culminates in a knock-down, drag-out showdown in the streets of Manhattan.

Players should stop reading now. The rest of *Battle of Manhattan* is for gamemasters only. It lays out the plots, characters, and secrets the gamemaster will use in creating the group's adventure. Reading beyond this point could spoil a player's experience and diminish enjoyment of the adventure.

PREPARING THE ADVENTURE

The Battle of Manhattan can be run with either the anniversary edition of *Shadowrun, Twentieth Anniversary Edition (SR4A)* rulebook or *Shadowrun, Fifth Edition (SR5)*. However, many of the characters and gear presented are drawn from additional core *SR4A* and *SR5* supplements. While this adventure follows the core rules found in both editions, incorporating these supplements gives a gamemaster the chance to try some of the optional rules they contain.

This adventure takes the shadowrunners from Seattle (though the gamemaster can choose another starting point) to the island of Manhattan in New York. Initially, the runners are hired to assist Wuxing with their hostile takeover of Prometheus Engineering, but eventually Prometheus will make them a counter-offer to try to hire the runners for a few missions of their own. After a series of encounters, the fighting moves out of the shadows and becomes full-blown warfare on the streets. Gamemasters can opt to make this information available to their players in advance or as the player characters research the city or interact with the various factions. Gamemasters can also find useful information on the Wuxing megacorporation in the *Corporate Guide,* while detailed information on Prometheus Engineering and the island of Manhattan can be found in the e-book supplement *The Rotten Apple: Manhattan* as well as the Fifth Edition book *Stolen Souls*.

ADVENTURE STRUCTURE

In *The Battle of Manhattan,* Wuxing arranges through their Triad associates (specifically the Red Dragon Society) for a specific set of objectives to be accomplished by shadowrunners on the corporate island of Manhattan. The gamemaster has the freedom to run all four objectives or choose only those objectives best suited to the group; they may also wish to add new, original objectives to expand this adventure into a full campaign set in an exotic locale.

MAIN SECTIONS

This book is organized into sections to assist you in bringing the adventure to your table:

- **Preparing to Play:** A plot synopsis, necessary background information, and other useful details and data.
- **Adventure Scenes:** The adventure itself, broken down into individual scenes.
- **Legwork:** Summaries of information and data the player characters might find during their research.
- **Cast of Shadows:** Profiles of the primary NPCs with whom the player characters will interact during the adventure.

ADVENTURE SCENES

The adventure itself plays out over a series of sequential scenes. Each scene contains some, or all, of the following subsections:

- **Scan This:** A brief summary of the events in the scene.
- **Tell It To Them Straight:** A text selection that can be read directly to the players or paraphrased when the player characters reach specific points in the scene.
- **Hooks:** Descriptions of ways that characters might be encouraged to play a scene.
- **Behind the Scenes:** The mechanics behind each scene, including NPC motivations and any secrets or special instructions.
- **Subplots:** Secondary adventures—or red herrings—that offer avenues for gamemasters to make the adventure less linear for players.
- **Pushing the Envelope:** Suggestions for gamemasters on altering the scene to challenge more experienced players or more powerful player characters.
- **Debugging:** Suggestions for getting the adventure back on track if the player characters' actions derail it.
- **Places of Interest:** Locations featured in the scene, including descriptions and ratings for security systems and Matrix systems.
- **Grunts and Moving Targets:** NPCs in that particular scene. NPCs that are featured in multiple scenes are found in the *Cast of Shadows*.

NON-PLAYER CHARACTERS

Non-player characters (NPCs) are the key to bringing any adventure to life. NPCs include the allies, enemies, and contacts with whom the player characters will interact during the mission. Important NPCs have relevant profiles, including stats, in the *Grunts and Moving Targets* section for each scene. Major NPCs who appear in multiple scenes are listed in the *Cast of Shadows* section at the end of this book. Gamemasters can and should tweak the NPCs to make them more or less challenging opponents (see **Prime Runners**, p. 284, *SR4A*, or p. 385, *SR5*). NPCs in groups benefit from Group Edge (p. 281, *SR4A*, or p. 380, *SR5*), while individual NPCs in this adventure possess their own Edge stat to use.

BACKGROUND

"In the practical art of war, the best thing of all is to take the enemy's country whole and intact; to shatter and destroy it is not so good. So, too, it is better to recapture an army entire than to destroy it." —Sun Tzu

In late 2076, many of the world's megacorporations are smack in the middle of one crisis or another. Aztechnology is rebuilding from its war with Amazonia and attacks that damaged much of its food production capabilities. Horizon supported the losing side of that war and the outcome dealt it a serious blow, as has the fallout from the technomancer massacre in Las Vegas. Ares is still reeling from various

GAMEMASTERING THE ADVENTURE

The Battle of Manhattan is an adventure designed for *Shadowrun, Fifth Edition* and *Shadowrun, Twentieth Anniversary Edition*, and is the third in the *Boardroom Backstabs* series of adventures. Listed below are suggestions that will help make the adventure run more smoothly.

STEP ONE: READ THE ADVENTURE

Read through the adventure before you introduce it to your group. Being familiar with the entire story lets you see how each part leads to the next. Knowing what's coming down the line helps you adapt when your players (inevitably) come up with something not in the adventure.

STEP TWO: ASSESS THE ADVENTURE

Rarely does a gamemaster run an adventure exactly the way it's written. Some may want to make it more challenging for their players while others may adjust it for specialized teams (such as all mages). Others may switch out some of the NPCs for characters the players are familiar with in their games to create a more unified universe for their runs. You know your players. Assessing the adventure lets you to customize it and make it more enjoyable to the players or fit your own gamemastering style.

STEP THREE: KNOW THE CHARACTERS

You should have complete information on each of the player characters prior to running the adventure so you can assess their individual (and group) skills, contacts, and abilities. If a scene calls for them to fly a plane through the Rockies, and none of them have a Pilot Aircraft skill, you may need to tweak the scene so they'll still have a chance at success. If a character is sidelined for parts of the story due to lack of abilities or skills, the gamemaster should consider adding scenes that play to the character's strengths.

STEP FOUR: TAKE NOTES

Written notes keep things organized. Notes to remind you when to distribute a handout or listing details you should emphasize make it easier to present the adventure smoothly and effectively. Just as important is taking notes during the adventure, including the things the players do and say, and the choices they make. This is useful in awarding Karma and handling contacts at the conclusion of the adventure. Perhaps more importantly, as you play through a series of adventures, the choices made in one game will affect the players' options—and the consequences they face—in the next. No doubt players will make choices they regret, and running in the shadows means there's a good chance those bad decisions will come back to haunt them later.

STEP FIVE: DON'T LET THE DICE RUN THE GAME

Dice rolls are used to determine the outcomes of events in a roleplaying game. However, sometimes the dice fall in such a way that they interfere with the story. As gamemaster, you have the authority—and sometimes the responsibility—to tweak the dice to enhance the story. As a rule of thumb, a gamemaster shouldn't fudge the die rolls to hurt player characters, but occasionally might tweak the roll to help them out (softening the roll from "death" to "serious injury" for example) or to help the story recover from a catastrophic run of luck and continue on.

STEP SIX: DON'T PANIC!

You will make mistakes. *Everyone* makes mistakes. You may forget a rule, misread a scene, or forget an important clue. Don't worry. The reason you're there is to have fun, and fun is far more important than a flawless performance. When you or the players make a mistake, do your best to straighten things out and keep moving forward.

internal problems, multiple product failures in markets it once dominated, and rumors of more insidious problems. NeoNET and Evo have become prime suspects in the head crash crisis sweeping the globe, and high-level reprisals may be coming their way.

And then there's the world's top megacorp: Saeder-Krupp. With the fallout of the dragon civil war, S-K has been busy shoring up its holdings and fending off various attempts to knock it out of the top spot on the megacorporate food chain. Lofwyr lost status and prestige, which has led the rest of the corporate world to perceive weakness and go after the German corp with a newfound vigor.

With half of the Big Ten mostly occupied and distracted, the Wuxing board of directors decided that the time was right for expansion into the North American markets. The corp already has significant holdings in Seattle, but a location on the east coast of North America was deemed necessary. The corporate-controlled island of Manhattan and its surrounding boroughs promises to be an ideal staging ground for their expansion plans. Ruled by the Manhattan Development Consortium, a collection of AA- and AAA-rated megacorps, Manhattan Island is known as a safe and secure zone that's entirely beholden to corporate law. Wuxing also decided that if they were going to make significant expenditures of capital to bring major operations to the island, they don't want to be the "new kids on the block;" they want a seat at the big table.

To that end, they determined that a hostile takeover of a local Manhattan corp, Prometheus Engineering, would be the best way to accomplish several of their goals in one fell swoop. If Wuxing can successfully obtain PE, they not only gain their seat on the MDC, but they also add PE's construction and material assets to their own portfolio. But for all their power and resources, Wuxing knows that Prometheus, a formidable AA-rated company with deep local ties and their own means and resources, will not go down easily or quietly. On the suggestion of the great dragon Lung, Wuxing reaches out to its allies among the Triads, specifically the Red Dragon Society. The Red Dragons dispatch a group to Manhattan to act as their proxies and lay the groundwork for Wuxing's hostile takeover of Prometheus.

PLOT SYNOPSIS

In the first scene, the players are contacted by their various fixers about a potential job opportunity in Manhattan. Details are of course sketchy, but the fixer dangles a carrot in the form of a twenty-four-hour Manhattan visitor pass in front of them to help persuade them to go. If that doesn't work, he mentions that most jobs in Manhattan tend to pay between thirty and fifty percent more than usual. If the runners accept, they find themselves in the good old Big Apple. As they leave the airport, they're met by a local fixer named Sully. Before the meet, Sully offers to take them on a little "Running in New York 101" tour. This could be especially beneficial for those who've never been to New York before. Operating in New York (and Manhattan in particular) is drastically different than anywhere else in the world. Meeting Sully could help them avoid many of the pitfalls associated with running there, and potentially turn one of the best fixers in New York into a true contact.

During the second scene, the runners actually go to the meet with Mr. Johnson. In this case, Mr. Johnson is not a single person but rather a trio of Triad troubleshooters from the Red Dragon Society out of Hong Kong, collectively known as "One." They were specifically dispatched to Manhattan to facilitate the various operations on the Triad's, and ultimately Wuxing's, behalf. To test the social graces of the players, One arranges for them to meet in a trendy wine bar where several plants will do whatever they can to irritate and or enrage them. The idea is to see how the players react to various kinds of pressure and how they comport themselves when faced with a challenge they can't muscle their way out of. If the runners pass the test, they are given their first assignment: to convince various members of the local Triad affiliation, the Big Circle Gang, to accept the primacy of the Red Dragons.

In the third scene, the runners are given a classic run: breaking and entering. They are tasked with breaking into the New York City archives to obtain a copy of the city's blueprints. The main challenge here is that the information is kept on a special standalone system that can't be accessed from anywhere except on location. And even then the details of this system are unusual, as they were specifically designed to prevent compromise by a Crash-style virus or unauthorized access from, say, a technomancer.

Scene four should offer a special challenge for the players. If they've performed well on their first few jobs, they receive word that a new Mr. Johnson (who's working on behalf of Prometheus) wants to hire them. The catch: The job involves capturing a group of Wuxing executives coming to New York, and they need to be extracted from their incoming sub-orbital flight while it's still in the air. To help facilitate this extremely high-risk extraction, Mr. Johnson introduces the runners to a rigger known as Wheels, who already has the specialized craft and gear necessary to pull it off. What is needed are runners skilled enough to enter the incoming craft, subdue any security or other passengers on board, successfully transfer the executives to Wheels' vehicle in mid-flight, and then destroy the plane. Simple, right?

The fifth scene is a lot less risky because it takes place on the ground, but that doesn't mean it's less dangerous. In anticipation of their success and move to Manhattan, Wuxing has been secretly transporting in special materials for use in their forthcoming regional HQ and other buildings. These materials are of a magical nature and are designed to help harness and promote the flow of energy through said buildings through feng shui. To facilitate this, they have also sent one of their best geomancers to the area to start preliminary phases of construction or renovation. Prometheus discovers this and decides to throw a wrench into Wuxing's plans. The players are hired for two missions in one: First, kidnap the geomancer, and second, destroy and/or sabotage as much of the special materials as they can. All they have to worry about is a group of cutthroat mercenaries providing security and the zillions of *other* corporate security/police forces located in New York.

In the sixth and final scene, the gloves have come off between Wuxing and Prometheus Engineering. If Wuxing can gain control of PE's CEO, they obtain de facto control over the majority of the company's shares, so they decide to engage in one more feat of kidnapping. However, Prometheus learned of Wuxing's plans and has decided to take actions to prevent this. This leads to a full-out war at PE's Manhattan headquarters. And in the biggest twist, the runners get to decide which side they want to fight for: Wuxing or Prometheus. If they side with Wuxing, they are tasked with going behind enemy lines to secure and extract the Prometheus CEO. If they work for Prometheus, they have to link up with forces loyal to and paid by PE and get the CEO to safety. No matter which side they work for, the players will have to move through heavy fighting between hardened security and mercenary forces, penetrate the PE building, and engage in vicious floor-by-floor combat to reach their objective. The ultimate winner gets Prometheus and their seat on the MDC board.

SCENE ONE: LOCAL FLAVOR

"Opportunities multiply as they are seized." —Sun Tzu

SCAN THIS

Like any good shadowrun, the job begins with meeting Mr. Johnson, and sometimes getting there is half the fun, or so they say. After the runners are contacted by their respective fixers, they're told about a potentially lucrative run in New York. If they decide to check it out, they're given tickets (third class of course) on the next available sub-orbital to LaGuardia Aeroport and temporary visitor passes to Manhattan. Once they arrive they're met by Sully, a local fixer who also works as a private cabbie. He offers his services as a "tour guide" for any out-of-towners, and as a show of

WELCOME TO THE BIG APPLE! NOW GET OUT...

POSTED BY: TRAVELER JONES

So you want to run in the heart of the Big, Rotten Apple now, do ya? Well if you're reading this you're at least thinking about it. Good for you, shows you've got at least two brain cells to rub together. Now, first thing you short-attention-span-types need to know about Manhattan is that its reputation for being the most restrictive security zone in the world is well deserved. After the big quake in 2005 and the subsequent creation of the Manhattan Development Consortium, Big Brother started his reign and hasn't stopped.

What does this mean for Joe Q. Shadowrunner? It means that the rules there are different. It's no joke; a long time ago the people of New York (and Manhattan in particular) traded what little freedom they still had for security. Today, Manhattan is a closed surveillance state where right to privacy is essentially given up to the corps the moment you cross into the city. In exchange, the city is very safe for corporate interests, employees, and visitors ... provided your ID is up to date and you have the proper zone passes. Here's a quick down-and-dirty list of rules that anyone going to Manhattan should know.

First, everyone is required, by law, to publicly broadcast their Manhattan Pass, SIN, and any and all other permits. Failure to do so will result in punishments ranging from imprisonment (SINner or non-corp citizen) to severe beating and expulsion (SINless).

Second, trespassing is a serious crime in Manhattan. If you're caught somewhere you are not allowed to be, as per the access level of your Manhattan Pass, you face huge fines or jail time. And don't think that just turning your 'link off or going hidden will let you sneak around all ninja-like. The island has more active security sensors than an MCT Zero-Zone, and local security has about as much patience. MDC has eyes and ears *everywhere*, and every man, woman, and child that walks the streets is monitored. If you "accidentally" wander into a place you don't have clearance for, you'll get a polite AR warning ... most of the time. Failure to follow directions usually means a nice visit from the local NYPD, Inc. flatfoot or corp security. If you continue to cause trouble, they are by corporate law allowed to use "whatever means deemed necessary to remove the threat / close the security breach." You've been warned.

Third, a corporate-sponsored citizen can get a permit for nearly any type of firearm or bladed weapons, including even a few fully automatic weapons. Penalties for carrying weapons you don't have permits for are steep and include a minimum twenty-four-hour incarceration. If you're carrying fake permits (because, let's face it, you don't qualify for real ones), make sure they are up to par. Police scans are pretty thorough.

In short, getting away with things on the island involves being smart. You need to know the rules and how to play by them (all the better to break them), or you risk a very unwelcome visit from some very nasty people. Having an exit strategy, minimizing property and collateral damage, and generally not making the news are also very good ideas. Silenced weapons and fake SINs are a must there, while explosives and protracted gun battles with security are a method of last resort.

So why run there in the first place? Well, runs there tend to pay disproportionately well—as much as thirty to fifty percent more than what you'd get for a similar job in, say, Seattle. But the overheads are much higher, and if you piss off the wrong people, you'll have trouble finding work (or worse). As such, much of the runner community is transient, and fixers are looking for talent from wherever they can find it.

good will he'll give them a free ride to the meet, all while telling the runners all about life in the Big Apple.

TELL IT TO THEM STRAIGHT

While you're relaxing in your doss, a shrill tone from your commlink screams for your attention. Out of reflex you try several times to "accept incoming message," but you realize there is none; it's just your wake-up alarm. You forgot you had it on. Checking the time, you realize that it's 1000 hours. For once you actually got to sleep in! Tossing your covers off, you climb out of bed and find that you're fully rested, the bruises from last week's dustup don't hurt anymore, and your kaf machine is working properly. But even the heavenly smell of fresh-brewing soykaf isn't enough to keep your stomach from rumbling. Checking your account, you see there's still a (small) positive balance; more than enough for some real breakfast. Throwing on some clothes whose odors are at an acceptable level and only have a couple of small bloodstains, you head out the door into a nice morning (read: not raining). You make it to the local Stuffer Shack and see on the heating racks several Johnny Bean breakfast sandwiches, the popular kind that are usually gone within ten minutes of being put out. They're nice and warm, and haven't been spoiled by the microwave lamps yet. And ... is that the donut delivery guy pulling up with a load of freshly baked goodness?

You make it home without being shot at just as the last drop of sweet kaf drips into the pot. With steaming mug now in hand, you hoist your food to your lips and chomp down. Just then, your commlink goes off; the display shows it's your fixer. You hit "accept." If your mouth weren't full, you'd probably hurl a few choice obscenities in his virtual direction.

"Oh, did I catch you at a bad time? No matter, I don't need you to talk, just listen. Word's come my way that some heavy hitters in New York want to make some serious moves and are looking for suitably qualified individuals to make it happen. And naturally, your name was the first on my list when I heard about this. Mr. Johnson wants the obligatory meet-and-greet before finalizing any deal, and I've taken the liberty of securing a spot on a sub-orbital to LaGuardia. And because I'm such a nice guy, I've arranged for a twenty-four-hour pass in the Rotten Apple on the off chance you decide to go have a chat with him. Now go ahead and swallow."

Once you gulp, the fixer comes up with more information. "I did some digging on your behalf—it turns out Mr. Johnson is affiliated with the Triads. Specifically, he's part of one of their troubleshooting groups known simply as 'One.' I know dealing with them can be tricky, but from what I hear the offer is going to be somewhere around fifty percent above the normal going rate for this type of work. And hey, if it doesn't work out, you get a day in the Rot ... Big Apple. Now, I don't have a lot of time for you to waste too many brain cells on this. I need a decision in the next thirty seconds or I call the second person on my list. So you in, or do I put another name on that sub-orbital ticket? Tick-tock, tick-tock ..."

WHEN THE CHARACTERS ARRIVE IN NEW YORK AND ARE ABOUT TO LEAVE LAGUARDIA AEROPORT, READ THIS:

The trip through customs was a lot easier than you expected; it only took them two hours longer than normal to process you, but at least you got through clean. The airport's concourse pretty much looks like every other in the word: bland, boring, and filled with enough AR spam to block out the sun three times over. A cornucopia of gaudy electronic signs assault your 'link filters and beckon to all new arrivals, encouraging them to check out this or that shop while others point out several eateries that offer "the best in New York." Near the exits, public service announcement tags of every kind fight for attention with ads for various transportation and "specialty" services. As you check the time, you see that you still have about four hours before the meet at Contents Under Pressure. So what now? Before you can make a decision, a message breaks through all the offensive spam in the area and displays directly on your 'link. It's a simple text message saying "Need a ride? South exit, look for the big yellow van. —Sully." What else do you have to lose?

IF THE PLAYERS DECIDE TO CONNECT WITH SULLY, READ THIS:

Making your way through the south exit, you wonder briefly if you'll be able to find this particular van among the dozens of parked vehicles. Then you suddenly see it, or rather it jumps out at you. Big yellow van indeed—you've seen smaller t-birds flying out of Denver. Looking like the offspring of a semi-truck and a limo after a drunken tryst, the van (if it can really be classified as such) is a boxy vehicle decorated with the classic taxi-cab checker-pattern rising at an angle along the sides, giving the impression of large up-swept wings. Despite an AR tag over the low-slung cab indicating that it's out of service, the van's operator is just behind it, leaning against the rear door. Above his head, an AR tag flashes your name as he lazily scans the exiting crowds. Within seconds, he looks in your direction and smiles before he approaches. The driver is a well-muscled and grizzled-looking old ork wearing a beat-up leather vest over a neo-fleece shirt with worn synth-denim jeans and head topped off with a retro New York Yankees ball cap. "Hey, welcome to New York! Name's Sully, how's it goin'? I heard youse was comin' and thought you could use a ride. So whaddaya say? First trip's on me, I'll take ya wherever ya wanna go," he says in a strange blend of Brooklyn and Bronx as he flashes a ragged orkish grin.

HOOKS

It's highly recommended that gamemasters encourage players to cultivate Sully as a local contact, especially if none of them have any local contacts or ties. Despite his blue-collar nature and typical (or stereotypical) New Yorker attitude, Sully is a very intelligent and charismatic ork with a highly developed network of friends and contacts that could prove to be very beneficial to the players during the adventure.

If the players are unsure of how to start cultivating Sully as a contact, all they have to do is accept his offer and start

talking to him. Like any typical cabbie, Sully loves to talk about anything as he drives, and he isn't afraid to give his two nuyen on any given subject. He doesn't expect the players to act a certain way around him, and unusual habits or traits don't faze him. As far as he's concerned, he's seen and done it all, and people are just people, ya know? He's got nothin' against nobody and likes to keep it that way because every stranger is just a potential friend (read: source) he hasn't met yet. But beneath the lovable cabbie shtick is a monowire-edged mind that takes in everything he sees and hears, no matter how trivial. As a fixer, information is his stock and trade after all. And while he's always looking out for the next bit of paydata, Sully's also more than willing to give out the good stuff (such as the true scan on the NY runner scene) for a few meager tips. Of course, the better the tips, the better the paydata.

IF THE PLAYERS DECIDE TO DECLINE HIS OFFER:

Sully won't take it personally. He knows that the shadows are a dangerous place and sometimes trust is hard to come by. He'll still give out one of his many commcodes in case the players decide they need a local friend.

IF THE PLAYERS ACCEPT SULLY'S OFFER OF A RIDE:

He'll immediately start talking and try to cultivate them as new contacts (assuming they don't do it to him first). For an average price of about seventy-five nuyen per question, Sully will give the players a general rundown of how things are played in New York, who the local big-time players are, and the best places to get this and that. For about one hundred nuyen per question, he'll get a bit more in depth about what the local corps, gangs, rackets, and so on are up to in general terms. Use the Legwork section as a general guide if the players ask him about any of the other adventure NPCs or locations. The players can also tip Sully a thousand nuyen to gain him as a permanent contact at Loyalty one; additional Loyalty points (up to a maximum of three) are an additional thousand apiece. The players can also earn Loyalty with sufficient roleplaying, on the gamemaster's discretion.

BEHIND THE SCENES

Sully is something of a rarity in the shadows, an honest and up-front fixer. He's heard rumors and bits of info here and there, but like any good fixer he wants to know more because it means cred in his pockets. But whoever comes out on top in the upcoming dust-up doesn't matter, business will go on.

That doesn't mean that Sully is willing to sell out runners for a quick yen. Sully's pretty much a deal-is-a-deal kind of ork, because selling out sources is ultimately bad for business. A fixer with a bad rep is worse than a dead one in this town. But heaven help anyone who screws Sully over.

SUBPLOTS

While the players should arrive in New York with plenty of time to make the meet in Manhattan, this doesn't mean they have to go straight there. This would also be an ideal way for gamemasters to introduce New York/Manhattan to the players. If they go with Sully, there're several opportunities for a (mis)adventure or two before the meet. Here are a few suggestions:

- **Best in the City:** No trip to New York is complete without hitting up a few local establishments. And it just so happens, Sully knows where all the best places are. Be it food, drink, or whatever the players are interested in, Sully knows—and if he doesn't know, he knows someone who knows. And we all know that shadowrunners *never* get into trouble in a bar or anything ...
- **Joyride:** Sully's van is one of a kind, and he's damn proud of it. The van is nicknamed the "Gold Whale," and Sully knows how to make her dance and isn't afraid to show off. Like a typical cabbie, he'll whip around corners, dodge between other vehicles, and pretty much disregard every traffic law known, all while looking back over his shoulder and talking. Local law enforcement/security will either politely wave as he goes by or give him a warning (if they bother to stop him at all). Sully usually gives them an "aw shucks" reply and works something like "the thing they wanted will be in next week" into the conversation before he is sent on his merry way.
- **Random Acts of Life:** Despite all the security, New York can still be a dangerous place. Things happen all the time, and one never knows what they'll find from street to street. Trucks are targeted by armed thieves, reckless cabs collide with each other, jealous spouses confront each other (or each other's lovers) out in the open, or any other form of spontaneous chaos might erupt. Be creative
- **Leg Breakers:** Sully may be a well-connected and respected fixer, but even he has enemies. While he's playing chaperone/tour guide for the players, any number of his rivals could decide that now's a good time to take him out. And hey, who better to help him out of a jam than his new friends from out of town?

PUSHING THE ENVELOPE

This scene is meant to be as long or short as needed. It's recommended that any encounters at this point be just enough to hold player's interest, without getting overlong. There'll be plenty of opportunities for envelope-pushing action as the adventure proceeds; it doesn't need to be front-loaded.

DEBUGGING

The biggest problem with this scene is that the players can get too much exposure to New York and become severely sidetracked. They're here to do a job, not become tourists. Gamemasters can avoid this by being selective in what they expose the players too. If they're taking too long at one particular place or look like they are about to get in trouble, Sully can be used to get them back on track. If the players declined to go with Sully, a timely intervention by NYPD Inc. or any other local security can get them back on track.

PLACES OF INTEREST

What?! It's fragging *New York*! Are you kidding me over here or somethin'?!

GRUNTS AND MOVING TARGETS

Only if the gamemaster wants them!

SCENE TWO: TEST OF LOYALTY

"If your opponent is of choleric temperament, seek to irritate them." —Sun Tzu

SCAN THIS

Now it's time for the real reason for coming to New York: business. Mr. Johnson (or rather Johnsons) has arranged to meet the runners at a local wine bar. The Johnsons want to take the measure of the players and determine whether they can handle sensitive matters or if they're nothing but devil rat food. If the Johnsons are satisfied with the players, they start them on their task: to convince a local Triad branch, the Big Circle Society, to acknowledge the supremacy of and work directly for the Red Dragon Society. If the runners make a good impression during the meet, they'll be offered a bonus.

TELL IT TO THEM STRAIGHT

Contents Under Pressure, a.k.a. CUP (get it! ... it's funny).

All the guides and reviews say this joint's the liveliest wine bar in all of Manhattan. But then, just because it's on the Matrix doesn't mean it's true. Still, at least you won't have to worry about someone knifing you in the gut or shooting you in the back. Or at least you hope so.

As you approach, a tasteful AR sign hovers just above the main entrance. From the outside, the place looks like it could have been any number of stores at one point. Large glass windows are obscured by long vertical blinds that shade and protect the patrons from any casual surveillance. In front, small tables with subdued white umbrellas allow patrons to

sip their beverages with their pinkies in the air in relative protection from the sun. Below the AR sign on either side of the door are the wine lists for review. Unless you know anything about wines, they may as well be in ancient Greek.

WEAPONS UNDER PRESSURE

If the runners attempt to bring any weapons into the bar, even concealed, they run the risk of having NYPD, Inc. called on them. Why? Because it's Manhattan, that's why! CUP takes security seriously and has hidden scanners along the entry way. These include chem-sniffers, MADs, and X-ray detectors (all Rating 5). If the players find themselves without a place to stash their weapons, an ARO on the next door over says, "Weapon Check Available, 30 Nuyen per Hour, NO NEGOTIATIONS."

And like everyone else in New York, you're given a chance to comply with the law. As the players approach the entrance, an AR Tag comes into view and reads: "By order of the MDC under Corporate Code #2345.5 Section A, Paragraph 1-12, this business has been authorized to refuse service to anyone carrying weapons of any type, regardless of prior permits and or authorization, except for those in an official law-enforcement capacity. Failure to comply will result in the summoning of local security. All subjects will be charged to the fullest extent of the law."

You have been forewarned. Welcome to New York. Get used to it.

While the outside is somewhat refined and tasteful, the same can't be said for the inside. Whoever designed CUP's interior decided to give good taste and style the middle finger. As you enter, a riotous amount of color and patterns assault your senses. Laid out in haphazard patterns, Victorian and neo-art-deco tables, chairs, and sofas dominate the middle of the lounge. Further out to the left and the right, booths that look like they belong at a McHugh's give some sense of order as they form neat little rows. Further out, rows of screens and curtains mark off private areas. On the walls, AR representations of classic and modern art wink in and out of existence with no rhyme and reason for their placement. In the back are doors for the rest rooms, the wine storage areas, and what you guess is a VIP lounge.

And then there are the patrons. Despite being early afternoon, several people are hitting the drinks heavily or continuing their liquid lunch. You can make out several groups of corp types loading up before going back to the grind, pseudo-intellectuals trying to sound intelligent, fashion divas holding court, and wannabes trying to hang on to some group or another. But no matter who they are, they're all busy trying to look too hip for the room. As you enter the lounge, it feels like everyone is suddenly looking right at you. Unfortunately, they are. Soon enough they make their judgments and go back to whatever they were doing before. Come to think of it, you liked the possibility of being shot or stabbed better.

Before you can come further in, a blond human hostess approaches. With a forced smile and a look in her eyes that says, "I can't wait for my shift to be over," she politely says, "Welcome to Contents Under Pressure; please feel free to find a seat wherever you can. If you already know what you'd like to order, you can place it via our AR menu. Now, before you have a seat, is there anything I can help you with?"

HOOKS

While this scene is tailored for faces or social-inclined characters, any kind of character can get involved. All of the players should be approached at some point. We recommend that the gamemaster have the players roleplay any encounters out in the bar; a situational Etiquette + Charisma [Social] (2) Test can be used to break the ice with any of the non-named patrons in a pinch. However, no matter how the situation plays out, it would be in the player's best interests not to cause a brawl or other type of violent scene here. While the players should easily be able to handle anyone in the bar, NYPD, Inc. has an extremely good response time in this area and frowns on violence.

BEHIND THE SCENES

If the players ask the hostess about Mr. Johnson, she'll consult the reservation log but won't find that name. In the meantime the players can chat up the patrons or staff. The staff will decline any attempts at conversation; they're too busy with the customers. To engage the patrons, the players will have to use charisma and wit. Most of the patrons are self-absorbed and will take any opportunity to look down on or insult anyone who's "unworthy" of their attention.

During the wait, the patrons and staff will initiate some contact with the players. A waitress repeatedly brings wrong orders, other patrons make snide comments about the players—usually about their intelligence, fashion sense, or whatever they can think of to irritate or enrage them. If a player tries to move about, they'll be "bumped" by another patron.

This is a test, arranged so the runners can be evaluated. The Mr. Johnsons have been at the bar for three hours setting things up. Through remote feeds, they scrutinize every move, comment, and gesture the players make. They want to see how they adapt. They're also taking note of how the runners deploy themselves. Did they come together? Did they disperse to better cover themselves? Are they asking questions or taking any counter-surveillance measures? These are some of the things that One is interested in learning. There are no or right or wrong moves here, but the better the runners comport themselves, the more trust they will build.

The players also have the option of trying to see if Mr. Johnson is in fact here and playing such a game. Should any technomancer or hacker player decide to do so, they always have the option of trying to hack the bar's primary node. If they are successful, they will indeed find they are under surveillance.

CONTENTS UNDER PRESSURE NODE (SR4A)/HOST (SR5)

SR4A	
Node	Location
Sculpting	The sculpting of this node looks like a generic vineyard.
Authentication	**Node 1:** Passcode
Privileges	Admin
Attributes	**Node 1:** Firewall 6, Response 4, Signal 4, System 4
Spiders	None
IC	**Node 1:** Black Hammer Attack IC, Rating 5
Resident Programs	**Node 1:** Analyze, Browse, Edit, (all Rating 4)
ARC	**Node 1:** Scramble Attack IC **Node 2:** Alert Knight Errant

SR5	
Rating	3 (Attack 3, Sleaze 4, Data Processing 6, Firewall 5)
IC Programs	Blaster, Jammer, Marker, Probe, Scramble, Track

APPROXIMATELY ONE HOUR AFTER THE SCHEDULED MEET, READ THIS:

An extremely flustered waitress comes to you all and says, "Please forgive me; the individuals you were inquiring about were here. They came in under another name and I misunderstood the directions from my manager concerning them. I'm truly sorry for any inconvenience. Your drinks are on the house." With that, she motions for you to follow her not to the VIP lounge, but into the general manager's office. Without a word, she departs. As soon as she's out of the office, there's a faint clicking as a hidden wall panel slides open to reveal a door. A man of Asian descent dressed in urban camo fatigues bearing a unit patch with the number "58" on it opens the door and looks you all over for a few moments. He cranes his head slightly to the right as if listening to something and then nods to himself before he says in accented English "Follow me now."

You're led down a narrow hallway and through another door that opens up into a large sub-basement. Vehicles including cargo vans, delivery trucks, and a Eurocar Presidential limo are parked in rows near the exit. Several more people wearing the same fatigues and unit patch are standing in strategic positions throughout the basement, AK assault rifles slung low but ready. A large square folding table and chairs are set up twenty meters from the door. Standing next to the table are three individuals. The first is a human male of Asian descent. Appearing to be in his mid-40, he has nondescript features, but his tailored suit makes him look like a gangster. He has a fluid grace that makes him seem smooth and dangerous.

On the human's left is an Asian elven male. He's obviously a magician and looks old, which is odd for his metatype. His hands are hidden within the sleeves of a silk robe covered in Wujen symbols and his eyes glow with an unearthly color. Absentmindedly, he removes a hand from his sleeve to stroke his long white Fu-Manchu beard as small arcs of electricity play between his fingers.

To the human's right is a dark-skinned female troll. Her dress is more utilitarian with a tool vest and a worker's jumpsuit that does little to hide her frame. Her eyes are covered by a pair of expensive smart glasses, but her most unusual feature is the microskimmer drone she's carrying under her right arm like a parcel.

"Good afternoon. Thank you for coming. Please, have a seat and we can get right to business," the human says in flawless English. After he makes the offer to sit, the trio moves to the table, pulls out their seats, and sits in perfect unison as the female troll's drone becomes active. "Now, to properly prepare you for the tasks we are hoping you will undertake for us, we will have to reveal a few things up front. And in order to do that we must come to an understanding. To help facilitate this understanding, I am willing to offer each of you 10,000 nuyen ... for nothing more than convincing some distant associates of ours the wisdom in working directly for *us*. Now, have we all come to an understanding?"

One is already offering what they consider to be more than a generous fee for the completion of this task. Therefore, they will not negotiate much but will be willing to budge a bit—it is part of business after all. Making a standard opposed Negotiation + Charisma ([Social], for *SR5)* Opposed Test, the players can earn an extra 1,000 nuyen per hit for a max total of 15,000 per runner.

AFTER ANY NEGOTIATIONS OVER PRICE OR ATTEMPTS TO GET MORE INFORMATION, READ THIS:

"Excellent. I am glad we now have an understanding," the human says. "As I have already said, your job is to convince a group of individuals to work for us. That group is the Big Circle Society, the largest Triad branch in New York. And before you ask or waste time researching us instead of concentrating on your task, we will simply tell you. We are representatives of the Red Dragon Society of Hong Kong, known as "One". We have been sent here to ensure that several tasks, including yours, are completed. If you wish to know more, perform your task well and prove yourself worthy; then maybe then will you will be entrusted with more." As the human speaks, the female troll produces a datachip from her vest pocket and slides it over the table as the human keeps talking. "This datachip contains all you need to know, including some recommendations from us. We have also included links that will allow you to upgrade your current visitor passes. These will give you the freedom to move about the island for the next week, local laws permitting. When your task is complete, contact us on the number included in the packet."

ONCE THE TASK IS COMPLETED AND THE PLAYERS NOTIFY ONE, READ THIS:

Once the members of the Big Circle Society have "recognized" the Red Dragon Society, the agreed payment will be deposited per negotiated terms. When the payment is made, One offers the players one final task to complete. If the players have impressed One with how they handled the previous job, they'll be asked to perform this task, for which they will receive a 5,000-nuyen bonus for each team member (non-negotiable). There are no set rules or criteria

THE BIG CIRCLE SOCIETY: POTENTIAL TARGETS AND RECOMMENDATIONS

The Big Circle Society is the largest Triad organization in the New York area. Despite competition from other local syndicates, the Big Circle Society has successfully established several successful ventures (mostly in the shipping/smuggling rackets) and has made several high-level contacts throughout the city. But any group is nothing without its leaders. If enough members of the Big Circle Society's leadership council can be persuaded to accept the primacy of the Red Dragon Society, we will have de facto control of all the Triad activities in New York, and your task will be considered complete. To this end three specific Big Circle council members have been identified that may prove to be the most receptive to the Red Dragon's goals.

CALLISTA YUI

An auditor with the ZO-Gemeinschaft Bank, Yui has a high-level security clearance and is the only Big Circle Society senior council member whose employer is in the dark about her affiliation. Therefore she may be more prone to blackmail. She is also considered the most analytical of the council and possibly the most predisposed to accepting the Red Dragon Society primacy without threats or violence. A compelling argument or a careful threat to go to her employers, possibly backed up by surveillance data of her interacting with other Triad members, could be all that's necessary. A word of warning: She is also quite paranoid and if the meet with her is botched on the approach, she will not hesitate to send her own associates against you. Her office is located at the ZO/Corporate Court headquarters building. She never leaves there except to go to her Park Avenue apartment or to a local deli called Zuckerman's that she visits at least three times a week. Because of her position with ZO, Yui is extremely paranoid and will not hesitate to call NYPD, Inc. if she feels imminently threatened. If the offer is not made correctly and she feels threatened, she is likely to hire another team for protection/reprisals.

"RICARDO"

Ricardo is an Aztechnology-affiliated talismonger operating a public shop not far from Times Square. He became associated with the Big Circle Society through an ex-lover. When she was killed for betrayal, Ricardo took her place (mostly because of his connections) and eventually earned a spot on the council. Ricardo and his current girlfriend are both recreational tempo users, a habit that his associates would frown upon. Just causing damage to his shop and getting away cleanly should be enough for him to accept the Red Dragon's offer. While Ricardo will not get into a direct fight unless cornered, his "associates" in Aztechnology could become involved.

CAPTAIN ICHIGO TAKA

A security commander for Renraku, Taka is the most intractable of the targets because he is well protected by his connections. He is also fully capable of defending himself thanks to his extensive combat training and augmentations. We believe we have found a weakness that can be exploited. He has a teenaged daughter attending a boarding school in Manhattan. Threatening her may be enough get him to earn his compliance. However, because of Taka's background and abilities, he will not simply acquiesce, and a more drastic form of persuasion will be necessary. Such methods include direct physical harm to his daughter (simply cutting off a finger may be sufficient). Taka also has a cadre of loyal Renraku security officers at his disposal. While not on the level of the Red Samurai, Taka's officers are very competent and extremely loyal to him. They will help him with no questions asked, especially if his daughter is harmed.

Time is of the essence and plans are in motion that could be disrupted if this task is not completed. While it would be preferable for the council members to remain in their current positions to effect a smooth transfer of power, their elimination is authorized should it prove necessary. **Note:** Use any NPCs in this adventure as proxy for any help the Big Circle council members may call on.

for impressing One, but as a rule of thumb successfully convincing the Big Circle council members with a minimum of bloodshed (unless specifically used to prove a point), significant property damage, and the entire affair remained quiet should be sufficient.

This final task is straightforward: The players are to deliver a paper scroll with a message to the Big Circle Society's incense master, Shang Lao, at his home in central Manhattan. The message on the scroll is immaterial to the players; the fact that they are the ones delivering it, not One or another Red Dragon, is a subtle insult to the Big Circle Society and a reminder of who is now in charge. The players will have to handle this very delicately as most of the Big Circle Society will be present, and many of them are not happy with current events. Once false move by the runners, and they could end up bearing the brunt of the Big Circle's frustrations.

If the players are again successful, One will extend their passes further and offer to put them up in a modest hotel for the duration if they wish. One hints that if the players stay in Manhattan, there may be additional opportunities for them. They also hint that to refuse this final task would be taken as a personal insult ...

SUBPLOTS

If the players are successful, they may become victims of their own success. Having proven their worth to the Triads (through One), they could be offered several more side jobs. One such job is to help the Red Dragon Society shore up some of its new holdings and make sure all their new allies are taken care of. One ally is Ian St. James, a London-to-Manhattan transplant and point man for none other than Johnny Spinrad. With Spinrad currently busy with other concerns, he's left St. James to deal with his Manhattan holdings. Over the years, St. James has forged a very profitable relationship with the Triads, using his London connections to ensure products make their way through New York's ports. But with the shakeup caused by the Red Dragons, certain individuals and outfits want to see if St. James' operations are vulnerable. St. James decided to see if the Runners could help him deal with his new rivals. These jobs range from riding shotgun on certain shipments to simply eliminating the competition.

PUSHING THE ENVELOPE

This scene is made for faces, but it could also serve as the introduction of any number of potential contacts. The bar is packed with people of every type when the players arrive. Should they decide to talk to any of the various bar patrons, below is a suggest list of possible patrons. Any useful information they may have is gamemaster's discretion.

DEBUGGING

Manhattan being what it is, one of the biggest problems the players may face at any time during this adventure is drawing the attention of law enforcement; specifically NYPD, Inc. Should the players find themselves at NYPD's tender mercies, they have a possible a "get out of jail free" card: good old Sully. The ork fixer/cabbie has enough pull to get almost anyone out of a jam (within reason, of course), but it will cost the players. Then there's One. While not ideal, sometimes a runner has to do what a runner has to do. Depending on the situation, getting the players out of a legal jam should seriously damage One's faith in them. Any subsequent social interaction should come with at least a -1 modifier for the players.

PLACES OF INTEREST

ZUCKERMAN'S

A small deli located two blocks from ZO's Manhattan offices, Zuckerman's is known for having the best Ruben sandwiches (including real corned beef and sauerkraut) on the

CONTENTS UNDER PRESSURE: POSSIBLE PATRONS

THE PRETTY ONE

This can be male or female, of any metatype; they just have to be pretty. They're here to be fawned on and use their tailored pheromones (rating 2) get the job done. Any conversation among the group is superficial and if it deviates, is steered back to The Pretty One. For any opposed tests, use a default Charisma and Etiquette ratings of 4 and a rating of 3 for all other attributes and skills. To approach them, a compliment will get their attention. The better the compliment, the better situational bonus the player should be awarded for the rest of the interaction. How much is the game master's discretion, but no more than +3.

THE INTELLECTUAL

A human male hipster in his late twenties, he says he's a NYU student going for his Masters and then his PhD in philosophy. In reality, he's a dropout who didn't last two months. He's armed with a few textbooks' worth of knowledge and a decent charisma, and knows how to use them. The numerous students and "free thinkers" around his table are a testament to his abilities, despite his self-esteem, which he hides by sounding more intellectual than he really is. To approach him, it's best to have some knowledge of philosophy, or a good con skill to fake it (just like he does). The initial encounter will be positive as the Intellectual sees another possible follower. Should a player challenge the Intellectual, have them make Opposed Con + Charisma or appropriate Knowledge Skill + Charisma (or related skills, gamemaster's discretion) tests. If the player has the appropriate knowledge skill, give them an additional +1 situational bonus. Should the Intellectual win any such exchange, he'll become completely condescending. Should he lose, he'll become extremely irate and accuse the player of "trying to shut down free thought" or being a corporate suck-up.

THE WINE SNOB

This individual can be any metatype or gender. The Wine Snob constantly complains. Any minor complaint they can make about the wine or service; they will. If the player has a knowledge skill about wines, all they have to do is bring up some trivia to start a conversation. Complaining about the wine also helps. If the players don't have the appropriate knowledge skill, that's fine; the Wine Snob will be happy to educate them. If the player can last one hour with the Wine Snob, award them an appropriate Wine Knowledge skill with one rank. Yes, the snob will talk that much.

THE BROKEN HEART

Can be any metatype or gender. This individual is better-than-average looking and has better-than-average charisma. The Broken Heart is a recent divorcee who just ran into their ex a few hours ago. The breakup was so painful that the Broken Heart usually goes to the nearest bar and today it was CUP. No test is needed here; the Broken Heart is willing to talk to anyone, especially the opposite gender, regardless of their metatype.

island. Its popularity draws customers from all across the island, but the best customers come from the Corporate Court offices. It sits in a simple block of a building and has enough seating for roughly fifty customers at a time. Security is typical for a local business and relies on local sensor grids and the rapid response of NYPD, Inc. for most of its security needs.

AL-HAZAD'S HOUSE OF WONDERS

Located just outside of Times Square, this little one-story shop appears to cater to mostly the ignorant, tourist crowds. But in reality, Al-Hazad's is the prime place to find quality magical supplies in the New York area. Al-Hazad's started as a "tobacco accessory shop" in the early 21st century, but when the Awakening came into being, magical talismans eventually found their way into the shop, often by less-than-legal means. Its current owner, an Aztlan ex-pat known only as Ricardo, has managed to forge ties with several different groups by offering rare and exotic telesma. Because of his ability to find such items, Ricardo has managed to keep himself largely neutral with the various local syndicates despite his current Triad affiliation.

ST AGATHA'S SCHOOL FOR GIRLS

For the past 150 years, St. Agatha's has been providing the best private education for girls in the New York/Manhattan area. Despite its Catholic Affiliation, the school continues to draw students from all over the world. Area corp VIPs, politicians, and other influential New Yorkers of all kinds send their daughters to St. Agatha's. With annual tuition rates easily reaching six to seven figures, the school can afford to hire the best in instructors and provide excellent learning materials. Because of its clientele, security at the school is exceptionally high. NYPD, Inc. created a special detail specifically to patrol St. Agatha's and at least ten officers are stationed there at all times.

GRUNTS AND MOVING TARGETS

CALLISTA YUI

FEMALE HUMAN

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
3	4	4	3	5	4	4	5	5	6	8	1

Condition Monitors	10 / 11
Armor	8 / 3
Active Skills	Climbing 2, Clubs 2, Computer 5, Data Search 5, Dodge 4, First Aid 2, Gymnastics 3, Influence skill group 4, Intimidation 5, Perception 5, Pilot Ground Craft 2, Pistol 4, Professional Knowledge (Finance) 6, Running 4, Stealth skill group 3, Swimming 3
Gear	Commlink (Device Rating 5), form-fitting body armor (half-body suit), smart contacts [Rating 2, w/ image link, low-light vision], power focus (Force 2), Synergist Business Line long coat.
Weapons	Shiwase Arms Type K2072 [Hold Out Pistol, DV 4P, AP —, SA, RC —, 4(c), w/ regular rounds] Defiance EX Shocker [Taser, DV 8S(e), AP-half, SS, RC —, 4(m) w/ 8 taser darts]

SR5

B	A	R	S	W	L	I	C	EDG	ESS
3	4	4	3	5	4	4	5	5	6

Initiative	8 + 1D6
Armor	8
Condition Monitors	10 / 11
Limits	Physical 4, Mental 6, Social 7
Skills	Climbing 2, Clubs 2, Computer 5, First Aid 2, Gymnastics 3, Influence skill group 4, Intimidation 5, Perception 5, Pilot Ground Craft 2, Pistol 4, Professional Knowledge (Finance) 9, Running 4, Stealth skill group 3, Swimming 3
Gear	Actioneer Business Clothes [8], commlink (Device Rating 5), contacts [Rating 2 w/ image link, low light vision]
Weapons	Fichetti Tiffany Needler [Hold-out Pistol, Acc 5, DV 8P(f), AP —, SA, RC —, 4(c), w/ regular rounds] Defiance EX Shocker [Taser, Acc 4, Dam 9S(e), AP –5, SS, RC —, 4(m)]

"ARMANDO"

HUMAN MALE MAGE

SR4A

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
3	3	3	3	5	5	4	6	7	5	6	8	1

Condition Monitors	10 / 11
Armor	8 / 3
Active Skills	Assensing 4, Astral Combat 3, Climbing 2, Conjuring skill group 5, Computer 3, Data Search 3, Dodge 4, Firearms skill group 2, First Aid 2, Influence skill group 3, Intimidation 5, Perception 5, Professional Knowledge: Talislegging 7, Pilot Ground Craft 2, Running 2, Sorcery Group 4, Stealth skill group 4, Swimming 2, Unarmed Combat 1
Qualities	Magician
Spells	Armor, Antidote, Confusion, Control Actions, Detect Enemies, Detect Life, Detect Magic, Detox, Entertainment, Heal, Improved Invisibility, Increase Reflexes, Levitate, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Prophylaxis, Stabilize
Metamagic	Centering
Gear	Commlink (device rating 5), form-fitting body armor (half body suit), heavy armored clothing (robes), smart contacts [Rating 3, w/ image ink, smartlink, thermographic vision, smartlink], power focus (Force 2).
Weapons	CZ-64 [Heavy Pistol, 5P, AP –1, SA, RC 1, 15(c), w/ regular rounds, smartlink]

SR5

B	A	R	S	W	L	I	C	M	EDG	ESS
3	3	3	3	6	4	5	5	7	5	6

Initiative	8 + 1D6
Astral Initiative	10 + 2D6
Armor	9
Condition Monitors	10 / 11
Limits	Physical 4, Mental 7, Social 8
Skills	Assensing 4, Astral Combat 3, Climbing 2, Conjuring skill group 5, Computer 3, Firearms skill group 2, First Aid 2, Influence skill group 3, Intimidation 5, Perception 5, Professional Knowledge: Talislegging 7, Pilot Ground Craft 2, Running 2, Sorcery skill group 4, Stealth skill group 4, Swimming 2, Unarmed Combat 1
Initiate Grade	1
Metamagic	Centering
Spells	Antidote, Confusion, Control Actions, Detect Enemies, Detect Life, Detect Magic, Detox, Entertainment, Heal, Improved Invisibility, Increase Reflexes, Levitate, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Prophylaxis, Stabilize
Gear	Armor vest [9], commlink (Device Rating 5), contacts [Rating 3 w/ image link, smartlink, thermographic vision], Power Foci (Force 2).
Weapons	Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP –1, SA, RC —, 10(c) w/ regular ammo, smartgun system]

ICHIGO TAKA

HUMAN MALE STREET SAM

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
6	5	4 (7)	6 (7)	3	4	4 (5)	3	5	2.1	8 (11)	1 (2)

Condition Monitors	11 / 10
Armor	12 / 10 (+1 / +1)
Active Skills	Armorer 2, Athletics skill group 4, Close Combat skill group 4, Computer 2, Cybertechnology 3, Data Search 2, Demolitions 3, Dodge 5, Escape Artist 2, Firearms skill group 5, First Aid 5, Heavy Weapons 3, Infiltration 4, Intimidation 3, Leadership 3, Outdoors skill group 4, Parachuting 5, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Thrown Weapons 3
Augmentations	Cerebral booster 1, cyberears [Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer], cybereyes [Rating 2, w/ flare comp, low-light vision, smartlink, thermographic vision, ultrasound, vision magnification], muscle augmentation 1, orthoskin 1, reaction enhancer 2, sleep regulator, wired reflexes 1 (betaware)
Gear	Commlink (Device Rating 5), grenades (fragmentation x2), light military armor (Chemical Protection, Fire Resistance 2, Thermal Dampening 2), medkit, patches (antidote, stim, tranq, trauma x4), smart pouch system (with combat load vest, ammunition pouches, optional: ration pouch and smart canteen).
Weapons	Ultimax 46 [Battle Rifle, DV 7P, AP –1, SA/BF, RC 1, 20(c), 20 rounds (total clips x3), w/ shock pad, smartlink] Izom HP-49B [Heavy Pistol, DV 5P, AP –5, SA, RC —, 12(c), w/ APDS Rounds (total clips x3), flashlight, smartlink] Grenade, fragmentation (two) [Grenade,12(f), AP +2, 10/m] Survival knife [Reach –, DV 4(5)P, AP –1]

SR5

B	A	R	S	W	L	I	C	EDG	ESS
6	5(6)	4(6)	6(7)	3	4	4	3	5	2

Initiative	8 (11) + 2D6
Armor	8
Condition Monitors	11 / 10
Limits	Physical 8 (9), Mental 5, Social 4
Skills	Armorer 2, Athletics skill group 4, Close Combat skill group 4, Computer 2, Cybertechnology 3, Demolitions 3, Escape Artist 2, Firearms skill group 5, First Aid 5, Free Fall 5, Gymnastics 5, Heavy Weapons 3, Infiltration 4, Intimidation 3, Leadership 3, Outdoors skill group 4, Perception 4, Pilot Aircraft 2, Pilot Ground Craft 3, Thrown Weapons 3
Augmentations	Cyberears [Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer], cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic vision, ultrasound, vision magnification], muscle replacement 1, wired reflexes 2 (betaware)
Gear	Commlink (Device Rating 5), full armor w/ helmet [18] (Chemical Protection 2, Fire Resistance 2, Thermal Dampening 2), medkit, patches (antidote, stim, tranq, trauma x4)
Weapons	Cavalier Arms Crockett EBR [Battle Rifle, Acc 6(8), DV 12P, AP –77, SA/BF, RC 1, 20(c) w/ APDS rounds (total clips x3), smartgun system] Browning Ultra Power [Heavy Pistol, Acc 5(7), DV 8P, AP –5, SA, RC —, 10(c) w/ APDS ammo (total clips x3), smartgun system] Grenade, fragmentation (x2) [Grenade, DV 18(f), AP +5, Blast –1/m] Survival knife [Blade, Acc 5, Reach —, DV 9P, AP –1]

SCENE THREE: THE QUIET JOB

"In making tactical dispositions, the highest pitch you can make is to conceal them." —Sun Tzu

SCAN THIS

Satisfied with their previous performance, One contacts the players with another job offer. And this one is a classic: breaking and entering. The target is the New York City Archives, and the item in question is a copy of the city's blueprints. The run seems pretty straightforward, but complicating matters is the special storage system the city utilizes to ensure that people can't do exactly what the players are being hired to do. Further complicating matters is the contingent of security officers posted there.

TELL IT TO THEM STRAIGHT

Twelve hours after the run on the Big Circle Society is complete, you receive an incoming message tagged "urgent" from One. Hitting "accept" you see all three of One, or all of one or ... *whatever* you call them on your image-link. "Greetings, thank you for accepting our call. Because you performed your previous task with such efficiency, we have decided to offer you a chance to expand your fortunes by completing another task for us. Of course we will not talk about it here, but we will tell you that this task is more straightforward than before and not as ambiguous with its goals. If you are interested, we will be where we first met in one hour. There we can go over the details and come to terms. We hope you will accept."

Without another word, the link is terminated. So far, this Triad gig in Manhattan has been pretty good. But then what's that saying about if it's too good to be true? Still, you have plenty of time left on your visitor pass and nothing going on back home. Why not see what the One has to say?

Within an hour, you find yourself back in the same sub-basement beneath CUP. But this time, you came in through the back door. Hooray. The usual goon-squad of mercenaries is there when you arrive, and they direct you to a small office area. Instead of a folding table and chairs, One is sitting at the end of a long conference table. Progress. As you enter, One gestures for you to take a seat. "It is good to see you," the human says on behalf of the group. Don't the other two *ever* talk? "Now, because of our previous association, I think we can dispense with the usual formalities and come to the point. The task we have for you is a simple one: to steal the blueprints of the City of New York from the main archives. For this we are willing to pay fifteen thousand apiece. So what do you say?

HOOKS

In a perfect world, the easy way to get the stuff would be to forge an access code, make a copy of the goods, and then buzz turbo. So if they can't get a copy, One wants the whole thing. Besides, having the only remaining copy of the blueprints can make for a hell of a bargaining chip. While the players are free to use any method necessary to gain access to the basement, ultimately they only have two solid options for getting into the vault. Both have their inherent risks.

The first is cracking the safe. This means lock picking on a grand scale. In this case, gaining access to the needed information modules is b est done through precision drilling and careful safe cracking. It can be done quietly, but it will require several hours of uninterrupted time at the safe. So obviously this is not something that can be accomplished during a normal business day without significant misdirection. And the on-site security isn't going to let anyone just walk in and remove sensitive documents from the vault. In order to obtain the modules this way, the entire building will have to be secured, and security neutralized.

The second option is more of a smash-and-grab option, meaning blowing the safe. The basic idea here is enter/secure the complex, plant explosives, BOOM, grab the datastores (and hope they haven't been destroyed in the blast), and then run like hell. Difficult but certainly doable.

Basically, the players get to choose between a heist movie and an action movie. One doesn't care how the players accomplish this task, just as long as they get results. As long as they get the blueprints, the runners could destroy the entire building if necessary, although that might be considered overkill. Regardless of what method they use to obtain the blueprints, eventually the players will have to deal with the library's formidable security.

NEW YORK CITY ARCHIVES DATA RETRIEVAL SYSTEM

Located in the basement of the main branch of the New York Public Library, the archive files are contained in a sealed bank-style vault in read-only data arrays that are kept offline until needed. Implemented after Crash 2.0, the system was developed to make it immune to any possible future Crash-style virus. When a user wants a particular file(s) from the archives, they approach a special automated kiosk and submit a request for the documents they desire. To process each request a special access code is required. After the code is confirmed, the offline module is slotted via a hardwired/rail-mounted drone into a system associated with a browser/chip burner on the outside of the vault at the kiosk. The designers were (justifiably) paranoid about technomancers and have struggled to make the system as immune to them as possible. Embedded in the files is a special code designed to corrupt the data and accompanying storage device should an attempt to re-copy the data be made. Also, access codes are good for only twenty-four hours. Anyone attempting to use an expired code will automatically alert the building's security spider.

BEHIND THE SCENES

NEW YORK PUBLIC LIBRARY, MAIN BRANCH: SECURITY & LAYOUT

The building itself is a modest five floors, with a regular and a sub-basement. During its refurbishment, the building materials were upgraded with many of Prometheus Engineering's state-of the art composites. [Note: To establishing a barrier and armor ratings, consider them heavy structural materials (Armor 16/Structure 13 for *SR4A* and Armor 24/Structure 14 for *SR5*) despite being twenty-five percent lighter than comparable materials.] The library also boasts Wi-Fi negating material in the outer walls.

The library's layout is also straightforward, with the top floor dedicated to administrative and staff offices. Only library staff and security are allowed on this floor. The fourth floor was originally intended as private reading areas and special events space, but during the renovation it became the de facto attic and storage area while the other floors were completed. Once the bottom floors were finished, the decision was made to leave it as it was. Scores of crates, boxes, and shelves store thousands of pieces of obsolete media forms that survived the 2005 quake. Over the years, they've formed a labyrinth that is an organizational nightmare. The first, second, and third floors are meant for public use and is where the majority of the viewing/borrowing materials and reading/work areas are located.

The basement is where the archives and the vault are located. Access is restricted and not open to the general public. To gain access (legally), one must have the proper authorization or make prior arrangements with the library administration, who will arrange a temporary access code and a security escort. The sub-basement houses the library's engineering needs, including heating/cooling units, power systems (including backup generators), and communication hardline systems. The maintenance office and storage areas are here too.

For physical security, the library uses a standard, layered approach. Every door in the library is equipped with a maglock (Rating 4). In non-sensitive/public areas, a simple keypad entry system is utilized for access. For the non-public areas such as the offices and maintenance area, transponder keys are used. During normal business hours, all of the public area locks are disengaged but can be activated remotely.

On-site security consists of two elements: A small security team of Prometheus Security officers and a two-person team of spiders. PE may not be a big name in security, but because this was one of their biggest PR showpiece projects, Prometheus also handles security here to help keep it in the family.

The two spiders support the security teams from an off-site security command center that is located in an office

complex next to the library. One spider is responsible for monitoring the Matrix while the other operates the physical security systems. They are also responsible for the other three adjacent buildings: two office complexes and one storage warehouse. All buildings boast an interlinked sensor net. Every entrance/exit has a combination MAD, chemsniffer, and millimeter wave scanners (all Rating 4) that are always active. Likewise, motion detectors (Rating 4) are placed at strategic locations throughout the buildings near the main access ways (elevator shafts, walkways, and stairwells). Rounding out the system are banks of cameras (thermographic capable) located in the same locations as the motion detectors. Special hardline units are also located in the maintenance areas of each building. These allow the spiders to access each building's security systems and Matrix despite the wireless dampening systems in the outer walls.

NY PUBLIC LIBRARY: MAIN BRANCH NODE (SR4A)/HOST (SR5)

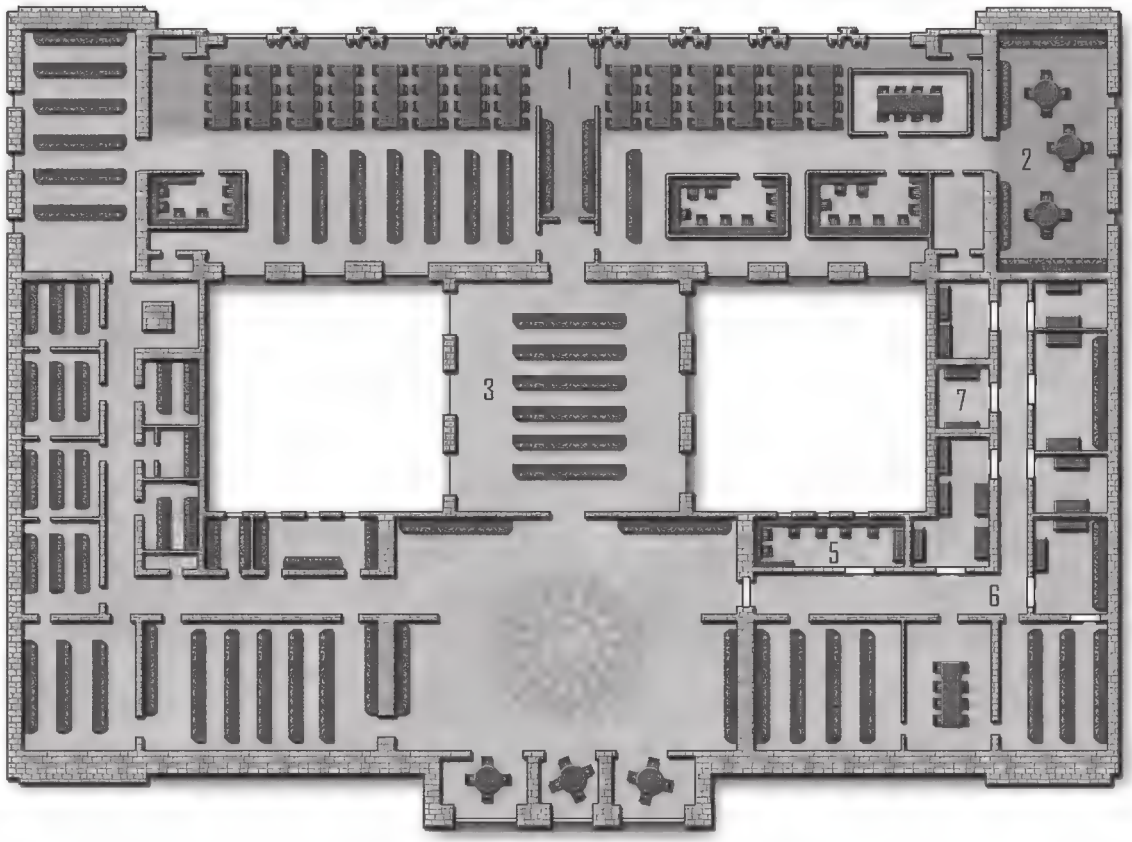
SR4A	
Node	Location
Sculpting	The sculpting of this node is a re-creation of the Security Command Center
Authentication	**Node 1:** Passcode
Privileges	Admin
Attributes	**Node 1:** Firewall 6, Response 4, Signal 4, System 5
Spiders	One
IC	**Node 1:** Black Hammer Attack IC, Rating 5
Resident Programs	**Node 1:** Analyze, Browse, Edit (all Rating 4)
ARC	**Node 1:** Scramble Attack IC Node 2: Alert Prometheus Security/NYPD, Inc.

SR5	
Rating	5 (Attack 5, Sleaze 6, Data Processing 8, Firewall 7)
IC Programs	Blaster, Crash, Jammer, Killer, Marker, Probe, Scramble, Tar Baby, Track

In addition to the remote systems, the library and the adjacent buildings are assigned their own four-member security teams. Every hour two officers conduct foot patrols while another is on break, and the last member is stationed in the security office. In the library, only one guard conducts the patrol while one is stationed at a small checkpoint next to the vault to specifically monitor it. After each patrol, the officers rotate their duty stations. Each of the adjacent buildings has their own security team and in case of emergency, the officers from the other buildings will support each other. In addition, NYPD, Inc. officers will be summoned if the situation is deemed necessary. NYPD response time is usually under three minutes.

NEW YORK CITY ARCHIVES, MAIN VAULT

Located in the basement of the library, the vault is adjacent to the security station on the east side. Made of specially treated alloys, it's designed to make entering the vault by



Library

1. Main Reading Room
2. Reserved Reading Room
3. Public Catalogs
4. Checkpoint
5. Security
6. Private Collections
7. Target Vault

force extremely difficult. But it's possible. The Armor/Structure rating of the vault is 24/16.

Normally, gaining access to the vault requires a very specific set of events. First, the security guard on duty must remove a special key from a secured lock box at his station. Then, the security guard will enter a special access code on keypad attached to the vault's outer door. *Then*, the guard and authorized visitor will enter a small chamber and close the outer door behind them. Once the outer door is secure, they have approximately five minutes of oxygen left. The guard will hand the key from the lock box over to the visitor. Now facing the inner vault door, the visitor places the key in a panel lock on the left side of the inner door. The guard does the same with his own access key to a similar lock on the right side of the door. On the guard's count of three, they both turn their keys 180 degrees clockwise. This disengages the four metal rods holding the door in place.

The guard now has twenty seconds to input another code on the keypad in the center of the inner door. A valid code disengages the Rating 6 maglock and disarms the vacuum trap. Instead of pumping in gas, high-powered vacuums suck all remaining oxygen out of the chamber. In case of malfunction or emergency, the security guards know there is an emergency oxygen tank inside the chamber located in a hidden panel under the right lock panel.

Once the maglock has been disengaged, the door is opened by a latch that removes one final metal bar. The visitor now has access to the vault and its contents. Several micro-vents allow oxygen into the main vault. As per procedure, the guard remains inside the vault with the visitor until they depart. Once the inner door is re-secured, the security system re-arms itself.

To make final egress from the outer chamber, the guard enters another (and different) code into another keypad on the inside of the outer door. The door then opens, and both can leave. The guard has approximately sixty seconds to input the departure code or risk tripping the security system again. In case of emergency, the guard stationed at the security office can insert an emergency access key into a hidden port on the outer door and initiate a manual release (a Locksmith or appropriate knowledge skill + Perception (4) Test; use the Mental limit in *SR5*) can be used to find the override port) that is located on the left side of the lock.

If the runners attempt to bypass the vault's security measures, they have to mimic the opening procedures. The inner and outer doors can't be open at the same time or an alarm will activate. The vault security systems cannot be remotely controlled, but the alarm signal can be re-routed or intercepted if a hacker takes control of one of the relays in the sub-basement with a Hardware/Electronic Warfare + Logic (4) (SR4A) or

Hardware /Electronic Warfare + Logic [Mental] (4) (SR5) Test. To bypass the keypad locks in the vault, use the same tests, but increase the difficulty to (5). If anyone fails any of the tests, the security alarms will sound and applicable security systems activate. If anyone is caught in the chamber, they can find the emergency air tanks with a Perception + Intuition (2) Test. There are two tanks with approximately one hour of oxygen.

If attempting to force their way into the vault, use the standard destroying barriers test as described on p. 166-167, *SR4A* or p. 197-198, *SR5*.

No matter how the players decide to execute the run, the gamemaster should play Prometheus Security as competent security officers. They know their job and their posts, and they generally will notice when something is wrong. Tactically, they will usually not expose themselves or rush into combat. Direct engagement will be a last resort.

SUBPLOTS

It's an unfortunate (and sometimes very annoying) fact of life in the shadows that someone is going to find out what you're up to. Most of the time, it's whoever the run is against, a situation that is *never* pleasant for a runner team. But sometimes, it's just someone who thinks that they can use the runners to get them to do something on the side while they're doing whatever it is they were going to be doing in the first place. In this case, word of the runners' impending visit to the archives reaches a local fixer (Sully perhaps) who reaches out to the runners to do one of those "while you're there" runs for them.

The idea is simple, once the runners have gained access to the vault, they'll have several juicy bits of paydata at their disposal. These bits include titles, leases, and liens to multiple properties on the island. This second Mr. Johnson asks the runners to make a few quick copies or destroy some of them. The runners could also be asked to place a few additions in the vault.

PUSHING THE ENVELOPE

No matter how the players decide to execute this run, the risks are great. Trying to sneak their way into the vault should be a nerve-wracking event where they know that one wrong move could blow the whole thing. To make it even more so, the gamemaster could drop several red herrings about alternate ways into the vault. These can include a master key located in the staff offices on the fifth floor. Also, a Prometheus Security regional supervisor could decide to make a surprise inspection. Or maybe a PE guard's spouse/significant other/whatever decides to come for a visit, and the two of them sneak to the fourth floor for some alone time. Awkward.

DEBUGGING

The chance of something going very wrong during this run is very high, and gamemasters should expect this. No matter how the players choose to execute this run, one bad test could ruin it. While the gamemaster should maintain a certain level of tension to keep the player's interest, there's a fine line between dramatic tension and stress. This scenario is meant to be challenging, not to ensure failure. Gamemasters shouldn't beat the players over the head with skill tests or make this a no-win scenario. If one bad move ends up blowing the whole thing, be sure to give them an out. Prometheus Security officers are meant to be competent, but they are metahuman and make mistakes, some of which could be in the player's favor. A few fudged rolls to bring things from the brink could defuse the situation especially if the effort was made to execute a solid plan.

GRUNTS AND MOVING TARGETS

PROMETHEUS ENGINEERING SECURITY OFFICER

(PROFESSIONAL RATING 3)

SR4A

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4	3	3	3	3	3	6	8	2

Condition Monitors	10 / 10
Armor	6 / 4
Skills	Clubs 3, Firearms skill group 4, Perception 4, Security (Professional Knowledge) 4, Unarmed Combat 4
Gear	Armored vest, commlink (Device Rating 4), glasses [Rating 3, w/ image link, low-light vision, thermographic vision], sub-vocal microphone
Weapons	Colt Manhunter [Heavy Pistol, DV 5P, AP –1, SA, RC —, 16(c), w/ 2 spare clips regular ammo, laser sight] Defiance EX Shocker [Taser, DV 8S(e), AP –half, SS, RC —, 4(m) w/ 8 taser darts, biometric safety] Stun baton [Club, Reach –1, DV 6S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	ESS
4	3	4	3	3	3	3	3	6

Armor	9
Condition Monitors	10 / 10
Limits	Physical 5, Mental 4, Social 5
Skills	Clubs 3, Firearms skill group 4, Perception 4, Professional Knowledge: Security 4, Unarmed Combat 4
Gear	Armored vest [9], commlink (Device Rating 4), glasses [Rating 3, w/ image link, low-light vision, thermographic vision], sub-vocal microphone
Weapons	Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP –1, SA, RC —, 10(c) w/ 2 spare clips regular ammo] Defiance EX Shocker [Taser, Acc 4DV 8S(e), AP –half, SS, RC —, 4(m) w/ 8 taser darts] Stun baton [Club, Acc 4, Reach –1, DV 9S(e), AP –5]

NYPD, INC. PATROL OFFICE

(PROFESSIONAL RATING 4)

SR4A

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4	3	3	3	3	3	6	8	1

Condition Monitors	10 / 10
Armor	12 / 8
Skills	Clubs 3, Firearms skill group 4, Law Enforcement (Professional Knowledge) 6, Perception 6, Unarmed Combat 4
Gear	Commlink (Device Rating 3), patrol armor (10/8), patrol helmet [(+2/+2) w/ AR display, flare compensation, image link, low-light vision, microphone, smartlink, thermographic vision, vision enhancement 3]
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ 3 spare clips] Defiance EX Shocker [Taser, DV 8S(e), AP –half, SS, RC —, 4(m), w/ 8 taser darts] Spas-22 [Shotgun, DV 6S, AP +1, SA/BF, RC (1), 10m, w/ 20 gel shotgun rounds] Stun baton [Club, Reach –1, DV 6S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	ESS
4	4	4	3	3	3	3	3	6

Initiative	8 + 1D6
Armor	12
Condition Monitors	10 / 10
Limits	Physical 5, Mental 4, Social 5
Skills	Club 3, Firearms skill group 4, Law Enforcement (Professional Knowledge) 6, Perception 6, Unarmed Combat 7
Gear	Armor jacket [12], commlink (Device Rating 3), glasses [Rating 4, w/ image link, low-light vision, thermographic vision, smartlink]
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7) DV 8P, AP –1, SA, RC —, 15(c), w/ 3 spare clips regular ammo] Defiance T-250 [Shotgun, Acc 4, DV 10P, AP –1, SS/SA, RC —, 5(m) w/ regular ammo, ten total rounds] Defiance EX Shocker [Taser, Acc 4, DV 8S(e), AP –half, SS, RC —, 4(m) w/ 8 taser darts] Stun baton [Club, Acc 4, Reach –1, DV 9S(e), AP –5]

NYPD INC. SWAT OFFICER

(PROFESSIONAL RATING 5)

SR4A

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4	3	3	3	3	3	6	8	1

Condition Monitors	10 / 10
Armor	14 / 12
Skills	Club 3, Firearms skill group 6, Perception 5, Professional Knowledge: Law Enforcement 5, Unarmed Combat 4
Gear	Commlink (Device Rating 3), SWAT Armor (10/8), SWAT helmet [+2/+2 w/ AR display, flare compensation, image link, low-light vision, microphone, smartlink, thermographic vision, vision enhancement 3]
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ regular ammo, 3 spare clips] Spas-22 [Shotgun, DV 6S, AP +1, SA/BF, RC 1, 10m, w/ 20 regular shotgun rounds] Defiance EX Shocker [Taser, DV 8S(e), AP –half, SS, RC —, 4(m), w/ 8 taser darts, biometric safety] Stun baton [Club, Reach –1, DV 6S(e), AP –half]

SR5

B	A	R	S	W	L	I	C	ESS
4	4	4	3	3	3	3	3	6

Initiative	8 + 1D6
Armor	18
Condition Monitors	10 / 10
Limits	Physical 5, Mental 4, Social 5
Skills	Club 3, Firearms skill group 7, Perception 5, Professional Knowledge: Law Enforcement 5, Unarmed Combat 6
Gear	Commlink (Device Rating 5), full armor w/ helmet [18], goggles [Rating 6, w/ flare compensation, image link, low-light vision, thermographic vision, smartlink]
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC —, 15(c), w/ 3 spare clips] Enfield AS-7 [Shotgun, Acc 4(6) DV 13P, AP –1, SA/BF, RC 1, 24(d), w/ regular ammo, smartgun system] Defiance EX Shocker [Taser, Acc 4, DV 8S(e), AP –half, SS, RC —, 4(m), w/ 8 taser darts] Stun baton [Club, Acc 4, Reach –1, DV 9S(e), AP –5]

SECURITY SPIDER

(PROFESSIONAL RATING 5)

SR4A

B	A	R	S	C	I	L	W	Ess	Init	IP
3	4	4	3	3	4	4 (5)	4	4.7	8	1

Condition Monitors	10 / 10
Matrix Initiative	10 (IP 3)
Active Skills	Cracking skill group 5, Dodge 4, Electronics skill group 5, Firearms skill group 3, First Aid 3, Influence skill group 4, Instruction 2, Intimidation 2, Perception 5, Unarmed Combat 2
Augmentations	Commlink (Device Rating 5), cerebral booster 1, control rig, cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], datajack
Matrix Gear	Programs: Analyze 5, Armor 5, Attack 5, Biofeedback Filter 5, Browse 4, Command 5, Data Bomb 3, Decrypt 4, Edit 4, Exploit 5, Scan 5, Spoof 5, Stealth 5, Track 4

SR5

B	A	R	S	W	L	I	C	EDG	ESS
3	4	4	3	4	4 (5)	4	3	5	5.2

Initiative	8 + 1D6
Matrix Initiative	9 + 3D6 / 4D6 (Cold /Hot Sim)
Condition Monitors	10 / 10
Limits	Physical 5, Mental 6, Social 6
Active Skills	Cracking skill group 7, Electronics skill group 5, Firearms skill group 3, First Aid 3, Gymnastics 4, Influence skill group 4, Instruction 2, Intimidation 2, Perception 6, Unarmed Combat 2
Augmentations	Commlink (Device Rating 5), cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], cerebral booster 1, datajack
Gear	Novatetch Navigator cyberdeck [Device Rating 3 w/ Atts 6 5 4 3, Program 3), Erica Elite Commlink (Device Rating 4)
Programs	Armor 5, Biofeedback Filter 5, Edit 4, Encryption 5, Hammer 5, Signal Scrub 5, Toolbox 5

SCENE FOUR: THE PLANE JOB

"So in war, the way is to avoid what is strong and attack what is weak." —Sun Tzu

SCAN THIS

After being hit on multiple fronts, Prometheus Engineering has learned that they're not the victims of random shadowruns but rather a well-coordinated attack by Wuxing. After some quick investigating, Prometheus has arranged reprisals and is spending nuyen as fast as they can to hire every runner team they can to dry up the local New York runner market. Prometheus was especially impressed (if not happy) with the job the players did in the archives (assuming they succeeded) and understands that the job wasn't personal. Not wanting to waste any potential talent while also giving Wuxing the middle finger, they extend a job offer to the players.

The job's simple: secure an incoming group of Wuxing executives. The catch is that the plan calls for them to be snatched mid-flight, then the plane they are on should be destroyed so that it seems like an accident with all hands lost. Simple, right? Prometheus has hired a runner who's pulled this off before, but his old team's not interested in the gig. This is where the players come in. High stakes work at high altitudes where one wrong move can send them plummeting to the ground. What's not to love?

TELL IT TO THEM STRAIGHT

If you can make it in New York, you can make it anywhere, right? So far, that actually seems to be the case. You've been doing well in the Rotten Apple. You've made a nice pile of cred (and held on to some of it), been a part of some really slick runs that have done wonders for your rep, made a nice few local contacts, and gotten a full three days of actual rest! But good runners can't rest on their laurels. Problem is it's been a while since One has contacted you. Could it be that all the work has dried up? Maybe, but in a place like Manhattan, there's always something going on.

Just then, your commlink goes off with an incoming message from Sully. "Hoi-hoi dere. Hey listen, just today I was takin' to one of my regulars while crusin' down Park Avenue and he sez he knows dis slag who knows dis halfer who's lookin' to find some help for some other slag named Johnson, scan? Now, he also sez he's lookin' for the ones who pulled off the Archive job. Sez he needs someone who knows what's what, ya know? Well, I tells him dat I just may know how ta get a hold of 'em. Now, before ya ask, my regular's straight as a laser. So waddya say? Ya up for earnin' some more cred?"

Word travels fast. Could be a set-up, but then that's always a chance in the shadows. But Sully's vouching for this guy, and that's always a plus.

A short few hours later, the Gold Whale is dropping you off outside of the Coliseum with an AR ticket for tonight's game between the Manhattan Islanders and the Detroit Red Wings in your virtual hand. After a quick drop of any pesky weaponry (can't you take anything *anywhere* in this town?), a security guard wearing a cheap suit walks up to you. He informs, not asks, that you are to follow him. As you make your way through the concourses, holo-projectors display the game on the walls as Jimmy "Jay-Tee" Thomas of Detroit scores one for the Wings, putting them up one to nothing in the first quarter. Islander fans respond with a roar that borders on rioting. But then, this isn't soccer—hockey is much more civilized.

Surprisingly (or not) the guard drops you off at the VIP booth. Looking out through tempered glass, you see the Islanders try to redeem themselves against the Wings. Standing in the middle of the lounge is a sharp-dressed dwarf whose suit costs more than what you've earned in a year. Rings of smoke from an expensive cigar drift above his head as he turns to face you. "Hey, how's it going? Please have a seat," he says motioning to several over-plush chairs.

"Now that we're all here, we can start. Introductions aren't necessary, I know the rules. Now, I've asked for you all specifically because of the City Archive job, and to be frank, I was very impressed with your work. I have another job that requires an extraordinary amount of skill and intestinal fortitude. And before your ask, yes it is extremely hazardous. You'll be relying on a lot of variables coming together to make this work and a lot can go wrong. But rest assured, the reward is proportional to the risk. Payment for this job is 30,000 nuyen each [Note: Use the same negotiation test from Scene Two if necessary]. Now, before we can continue, I need to know if you're interested, or did I just waste good money on hockey tickets?"

IF THE PLAYERS ARE INTERESTED:

In three days a group of individuals traveling under assumed names will be arriving in Manhattan by private jet. Now, four of these individuals are of special importance to me and I need them brought into my posess ... er, care. Their exact identities are unimportant, but I will tell you that they often travel with significant escorts. However, we've discovered that when they travel via air, their escorts are greatly diminished and they are vulnerable. Yes, the job is to intercept and recover them mid-air. Oh, don't look so worried, I don't expect you to figure out how to accomplish this. I already have a plan and a specialist with appropriate gear and vehicles lined up. All you're required to do is help with the heavy lifting." He smiles and draws on his cigar.

IF THE PLAYERS WISH TO RE-NEGOTIATE AFTER ANY NEGOTIATIONS ARE COMPLETE:

"Now that we've come to an agreement, you can get started. Your contact is a rigger named Wheels. He operates out of a compound near Buffalo. Be there at 0430. I'll forward you the location and let him know you're coming. His automated defenses are rather extensive, and he hates surprises. He'll explain the plan's details when you get there. Now, I would suggest you all get some rest, but if you wish to enjoy the rest of the game, you're more than welcome to stay."

WHEN THE PLAYERS ARRIVE AT WHEEL'S PLACE:

Despite it being oh-my-God-it's-early-thirty in the morning, Sully looks completely unaffected by the early-morning commute, but you suspect it's the cup of real quadruple espresso he's been sipping all the way to Buffalo. As the Whale approaches the compound's main gate, only one word can describe this place: dump. The main gate looks like it's about to fall off its hinges, the walkways have more cracks than a bad comedian, and the hangers look like they're being held up by duct tape and prayer. In other words, it's perfect camouflage for a rigger shop. Your suspicions are confirmed as you approach the gate. Hidden among the various debris, two top-of-the-line combat drones make their presence known. One sports a wicked looking LMG, the other a highly sensitive sensor-suite. Spotter and shooter. From the spotter drone, you hear a modulated voice say "Hoi, you must be the slags Johnson sent over. I'd say I was sorry about the warm reception, but I'm not. I didn't live this long by being stupid and I had to make sure. But you all check out, so come on in!"

As the two drones start rolling towards a pair of dilapidated hangers, the shooter drone waves the LMG like a hand for you to follow. A side door on one of the hangar doors opens slightly, just enough to let you in. Sure enough, you were right. Despite outside appearances, the hangar boasts a state-of-the-art rigger shop. Parts, tools, and multiple workbenches line the walls while specialized machinery section off repair/fabrication areas based on vehicle type. And of course several vehicles, drones, and weaponry are spread throughout the hangar in various states of repair. An ancient CD-jukebox in the far corner player belts out music older than everyone on the team, and racy pinups just as old cover the walls. The drones lead you through the workshop and through another set of large doors.

What meets you on the other side is impressive. A heavily modified C-260 Titan cargo plane fills the bay, its tail and wings clearing the roof and walls by less than a meter on all sides. The sound of hydraulics echo in the bay as a Eurasian dwarf with obvious cyber eyes, legs, and arms wearing a flight suit with Technicolor Wings patches strides off the descending aircraft ramp. "So, you're the slags crazy enough to fly with old Wheels, eh? Wizard. Let's get down to it shall we? Let me show you my greatest creation ..."

HOOKS

This could be the craziest, most insane run the players have ever attempted and some may be less than enthusiastic about attempting it, especially if they don't have the Parachute skill. If the players start to get cold feet, Wheels will reassure them that he has everything planned out and more than enough gear to ensure their safety...mostly. No plan is perfect, but Wheels has crunched the numbers *and* done this before. If they're still hesitant, then the players can be reminded that they have come this far and are already in. Backing out now could have some serious repercussions. But then, how much of a rep-boost would it be if the players could say that they've successfully performed a mid-air extraction?

No matter how the run ultimately goes down, this should be presented as very tense with the possibility of failure always looming near-by. To see how bad things can get, all the gamemaster has to say to the players is "Don't look down." If the players are still unsure, then the gamemaster can use one final tactic as a last resort. Mr. Johnson will reveal that his clients are Prometheus Engineering, the corp the players ran against during the Archive job. Now, while Prometheus understands that the job was just business and they don't take things personally, they're still peeved about what players did. This job could mend some fences.

BEHIND THE SCENES

After Art gives the players a look-see of his pretty plane and all the nifty tools they'll be using, he takes them to a small dive bar across the airport he owns called "Wheels Up" (hey, it's never too early for a drink). After getting a round of Irish Coffees for everyone, he lays out the specifics of the plan.

PHASE ONE

This is straightforward, classic Matrix run. One of Wheels' contacts within the FAA provides an access keycard to the FAA's Auxiliary Control Center at LaGuardia. From there, the players can directly access the FAA's data systems to obtain the target aircraft's flight log and transponder code, bypassing a lot of the usual Matrix security. While the keycard will get them access to the building, it won't give them access to the system; that needs to be done the old-fashioned way. The players will also have to sneak or con their way past airport security and personnel to gain access to the ACC [Note: Use Prometheus Security Officer stats for Airport Sec Officers, but give them all regular rounds].

TEAM ZERO "BODY BAG MK II"
(OR, ARES PERSONAL EXTRACTION DEVICE MARK III)

Because of their preference for aquatic operations, the mercenary unit Team Zero commissioned Ares to develop a multi-use storage system that can be easily stored and quickly deployed to secure and transport sensitive items, including metahumans, underwater. The result was dubbed the "Body Bag" by Team Zero and was first used during the Sutton retrieval. Made of a semi-expanding plastic material that also acts as a thermo and signature dampener, it can easily accommodate subjects or objects troll-sized or smaller. A small unit is also included that can be attached to provide at least ten minutes of oxygen and sufficient heat to keep any living subjects alive or to vacuum-seal equipment if necessary. The drawback to the first version of the Body Bag is that it failed to provide a sufficient ballistic barrier, but was quite resistant to impact. Ares R and D recently corrected this problem with the Mark II and the upcoming (by 2075) Mark III. While originally designed for aquatic environments, both versions of the Body Bag also work well in vacuum or low-oxygen environments, and the tool is being considered for use in search and rescue operations.

SR4A

Ballistic	Impact	Availability	Cost
7	7	20R	3,000¥

SR5–"PED MK. III"

Armor Rating	Availability	Cost
14	20R	3,000¥

When's he facility is not in use, all Matrix access to the ACC is physically disconnected. Unscheduled re-connections will register with the main operations center and get someone's attention. The building itself looks like an aircraft hangar with several maintenance vehicles parked around it. Inside, it's mostly empty except for a smaller version of the main operations center from the tower/terminal in the office area. Physical security consists of a Rating 6 maglock with biometric scanner and sensors on the windows. Aeroport Security regularly patrols the area and physically checks the ACC. If a breach is detected by security, an armed team will be set to respond (use NYPD, Inc. SWAT officer stats).

PHASE TWO

Once the flight logs and transponder codes have been secured, the team is ready for the second part of the run: the interception/extraction. The target aircraft is Flight 386 out of Sea-Tac, a Gulfstream Luxe V, tail number VR (Victor-Romeo) 13506. The manifest and flight plan lists the owner/operator as Clear Skies Charter Inc. (a subsidiary of Wuxing, although that information isn't exactly public). The plan is to intercept the target just after it crosses into UCAS airspace approximately 45 kilometers south of Sioux Falls. As they approach, the team's Matrix ace can use the transponder access code as a backdoor into the target aircraft's systems. From there it's a matter of hacking the control systems, jamming any communications, and rendering the aircraft blind to their approach. Of course, the flight crew may have something to say about that.

When the target aircraft under is Matrix control, both aircraft will descend to a safer altitude. Wheels will maneuver the C-260 into position and deploy the Sky Sled with the entry team (the players) on board. During deployment, the sled and Wheels' plane will be connected by a high-tensile carbon-fiber cable. The sled will then maneuver itself into position and dock with the Gulfstream. Once secure, the players can use a special circular cutter in the sled's body to gain entry to the target. Note that if the players attempt to breach at an unsafe altitude, they run the risk destroying the Gulfstream ... and themselves.

Once they've gained access to the target, they'll have to make entry and secure the targets. Wheels can't confirm, but he's sure there will be some kind of security on board. The players will have to deal with them as well as the rest of the passengers and crew. How exactly that's done will be left up to the players.

After the aircraft is secure, the players have two more jobs. The first is to identify and secure the targets for transport. Even at lower altitudes, oxygen and cold will be a problem. Wheels has more than enough gear for the players, but for the targets he has something special. Called "Body Bags," they will be used to secure the targets while providing them thermal protection and oxygen. Wheels says he got them from a buddy of his who worked with some crazy ex-SEALs from Miami and kept a few after the job. Wheels has modified a few with smart-parachutes, just in case.

The next part of the job is to transfer the targets from the Gulfstream to the C-260. Wheels explains that the sled

doesn't have the room, let alone the weight tolerances, for the players and the targets once they detach from the Gulfstream. So, before they depart, the targets will have to be transferred to the C-260. This will be accomplished by sending a secondary recovery drone along the sled's tether and attaching the Body Bags to it. The drone will then zip the targets, one by one, to Wheels' plane. The sled will then detach and be recovered by the C-260. The Gulfstream and everyone still on board will be destroyed. Explosives could do the trick, but that leaves evidence behind. This job calls for it to look like an accident. Again, the players will be asked on how best to accomplish this, but Wheels will recommend sabotaging the controls and letting gravity take over.

Players that don't have oxygen masks (or similar oxygen system) or parachutes will be provided for by Wheels. If any of the players don't have the parachute skill, Wheels gives them a self-deploying or "smart" parachute (consider it a Rating 6 skillsoft that will interface with the user's commlink and provide instructions or automatic deployment if the player is unconscious). He'll also provide thermal jumpsuits for everyone. The jumpsuits won't provide any kind of armor protection, but will keep them sufficiently warm in the upper altitudes and will fit over or under any standard armor/clothing.

Once they're back at the airport, Wheels will take charge of the targets and hand off payment in whatever form the players want.

WHEN THE PLAYERS MAKE THEIR MOVE AGAINST THE ACC:

The players have several options for getting into the Aeroport and the ACC. They can try to bluff and con their way in, or they can sneak in. Getting in through the main terminal isn't recommended because of the layers of security they will have to penetrate. A better entry point would be the east maintenance checkpoint. Those spots are used by people on official business, so the guards there are accustomed to visitors of all kinds coming in at all times of the day. If they can get past that checkpoint, the runners would gain access to the Aeroport grounds. The problem here is that a log will be made of their presence and that eventually someone is going to ask where they went. They may even decide to send an escort along if the runners can't obtain the necessary (forged) passes.

If the players try to sneak on, they'll have to get past an extensive sensor net placed along the entirety of the fence line and make their way to the ACC building without being seen by any of the drone or guard patrols. The ACC is located near the south side of the Aeroport and only seventy meters from the fence, which is five meters high and topped with mono-razor wire. Motion and infrared sensors are placed every ten meters along the fence line with camera's sweeping the area. The fence itself is also a sensor, any contact with it will register an alarm.

Once the players make their way to the building, their keycard will get them into the front door and the ACC without raising an alarm, but their presence will be logged in the system. This may not immediately raise an alarm, but if someone realizes that no one's supposed to be there, or that whoever is there is taking too long for a standard inspection, security will be dispatched to investigate.

FAA NORTH AMERICAN FLIGHT OPERATIONS NODE (SR4A)/HOST (SR5)

SR4A	
Node	Location
Sculpting	The sculpting of this node looks like a typical air-traffic control center
Authentication	**Node 1:** Passcode
Privileges	Admin
Attributes	**Node 1:** Firewall 6, Response 5, Signal 4, System 5
Spiders	One to Three
IC	**Node 1:** Black Hammer Attack IC, Rating 6
Resident Programs	**Node 1:** Analyze, Browse, Edit (all Rating 4)
ARC	**Node 1:** Scramble Attack IC **Node 2:** Alert Security

SR5	
Rating	6 (Attack 6, Sleaze 7, Data Processing 9, Firewall 8)
IC Programs	Acid, Black, Blaster, Block, Jammer, Marker, Probe, Scramble, Sparky, Tar Baby, Track

WHEN THE PLAYERS BEGIN THE MID-AIR EXTRACTION:

If the players succeed in obtaining the information from the ACC building, they will have no problems locating the target Gulfstream. Using the C-260's ECM systems, Wheels will maintain a safe distance so not to spook the target before the team's hacker has a chance to take control of the target. The good news is that the transponder code will give the team's Matrix user a chance to get a drop on the flight crew. If the gamemaster wants to play out a cyber-combat session with the flight crew, follow all normal cyber-combat rules, but give the team's hacker a +1 situation bonus.

After the target aircraft is under control, Wheels moves into position. There's a bit of turbulence, but Wheels believes it's nothing he can't handle. Once the sled is deployed, the players have two options: either Wheels can operate the sled remotely, or if one of the players can operate the sled. If the players go with the second option, they can use all normal vehicle tests and consider the docking a controlled ramming attack (no damage if successful, except on a critical glitch). Or to make things simple, have the sled's pilot make three Reaction + Pilot Aircraft (3) (*SR4A*) or Reaction + Pilot Aerospace [Physical] (3) (*SR5*) tests. Initially deploying the sled will be automatically successful (you're welcome). The first two tests will be getting the sled into position over the top of the target aircraft, while the final test will make the actual dock. Automated magnetic claws and micro-winches in the sled's underbelly make the actual attachment, but the pilot still has to carefully bring the two craft together. If the player fails at any of the last two tests, roll for possible collision damage between the sled and target (use Crashing rules, p. 170, *SR4*, or Vehicle Damage p. 201, *SR5*).

Once the dock is successful, a special cutter on the underside of the sled will automatically cut the hull and create an airlock. Now, the players will need to secure the aircraft. Any method is acceptable at this point as long as it doesn't breach the aircraft's hull, which would kill the targets (and likely the players). To prevent damage to the aircraft itself, it's recommended that the players use less-than-lethal weaponry or ammunition. Players will also have to deal with an entrenched adversary. The players should have control of the aircraft's systems, but not the crew and passengers.

The aircraft has four compartments. The first is the crew area, which has a small sleeping area and the cockpit. The second is a general storage area where all food and consumables are kept. Entry will be made into this area because it's the safest. The third area is the lounge area, where several plush seats are located along the craft's left side. Along the right are several VR workstations and entertainment systems. In the back is a small passenger area with a bathroom and sleeping area. The inside of the Gulfstream is comfortable for travel, but not so much for moving around. Trolls have an automatic -2 situational modifier to all physical tests conducted while inside the Gulfstream. Also, players will have to move single-file down the aisle ways, and bulky weapons will hinder their movements. Impose an additional -1 situational modifier for longer weapons with full stocks, such as assault rifles and larger.

The targets all cluster in the aft sleeping area (they will offer no resistance) while four security agents take up position in the lounge compartment for an ambush. Two will hide between the seats with several other less-important passengers and wait for a target to appear. They have a +2 situation/ambush bonus for his first action. The others will confront the intruders at first opportunity. If the players do not deploy smoke, the agent in the bathroom will. All normal concealment modifiers apply. If the first agent is taken out, the second will reply with a flash-bang grenade. If all the players are rendered unconscious, they will be subdued and properly secured. The players also need to secure the flight crew, who are busy trying to regain control of their craft or get a mayday out.

Once the players have eliminated the two security agents, the Gulfstream is considered secured, and the flight crew will not resist. Wheels provides the players with portable biometric scanners to ID the targets; no test required if the scanner is used. In total there are four targets and five other passengers, plus three crewmembers. Once the targets have been identified (all four are wearing nanopaste masks), the players will have to render them unconscious (their choice on how) and placed in the Body Bags. The players will then use a special winch to attach the Body Bags to the main tether. From there, Wheels, an aircrew lackey brought along should he be

needed, or one of the players who stayed behind will bring the targets on board the C-260. Once the cargo is secured, the players will have to destroy the aircraft to cover the extraction. Players are encouraged to get creative. If they don't want to be the ones to "pull the trigger" on this one, Wheels will simply dive the plane into the ground, making it look like an accident or pilot error. No one except the players and the targets will be allowed to leave the aircraft. Should the players try anything else, Wheels will abandon them and immediately crash the Gulfstream.

Back at his hangar, a white delivery van with accompanying goons awaits. As soon as Wheels lowers the ramp, they simply take all four Body Bags and load them on the van. One of them approaches Wheels and hands him several certified credsticks. The run is finally complete; Wheels congratulates the runners and offers them a few rounds at Wheels Up. Whether the players accept is up to them.

PUSHING THE ENVELOPE

This scene revolves around the players helping Wheels accomplish this job. There has been a lot of prep work done to make this run happen; a lot of the specialized gear has been obtained or outright built from scratch, a lot of contacts have been tapped, and things have been planned out to the letter. But all runners know that no plan survives contact with the enemy. Some players may not agree with the plan and feel they could come up with something better. Or they may not want to be railroaded and want to take a more prominent part in the planning process. If this is the case, the gamemaster can always play with the job's timetable to allow the runners to implement their own plans or tap their own resources. If the players want to try things their way, by all means let them. Anything could happen at any time that may force the players to come up with a "Plan B." Ultimately, Mr. Johnson doesn't care how the players get a hold of the targets, as long as they get them.

But if the players go forward with the mid-air extraction, there are several specific things that can go wrong. Aside from the resistance of the passengers, weather could be brought into play. Downdrafts, updrafts, microbursts, storms, or just regular turbulence can be employed to make things trickier. Another possible complication is equipment failure. Whenever lots of custom and complicated machinery is used, there's always a chance something will break. The main tether between the sled and the C-260 could snap, or maybe the winds become too much to risk a transfer. Or maybe one of the aircraft has a mechanical failure that requires the players to improvise.

Another possible complication is that the Gulfstream's plots are able to get out an SOS before losing control. If this happens, fighters from a UCAS Air Force base in Indianapolis will scramble with orders to intercept. Wheel's cargo plane is no match for them. The players will have ten minutes to get the targets and get out. As such, they may have to modify their recovery plan.

DEBUGGING

One of the biggest hiccups that the players may have is that they don't have a hacker in their team. If this is the case, then the players may need to hire out. Wheels (or Sully) knows someone who they can hire on short notice, but it won't be cheap (they'll demand a cut twenty-five percent higher than the highest portion going to any team member). The hacker goes by the handle of Rango and seems to think he's in Texas based on his style of dress and speech (use the Security Spider's stats as a default).

Also, just like the archive job, this is not meant for the players to fail. If the players botch a few rolls, especially while attempting to board the Gulfstream, it could end the entire adventure cold because, unlike the vault job, the players won't be able to survive a fall from thousands of feet. A little leniency for dice rolls is recommended. If players are having a hard time with the logistics of this run, don't be afraid to have Wheels talk them through it; he's done this before after all.

PLACES OF INTEREST

"WHEELS UP," ART'S BAR AND LOUNGE

After he signed on with Technicolor Wings, Art decided that he wanted his own little meeting place away from his shop to conduct business. That and there were no good bars around Buffalo. Turning the old airport lounge into a small (but well-stocked) bar, he renamed the place Wheels Up and hired a fellow semi-retired ork runner named Thrash to manage the place for him. Wheels Up is pretty much a no-frills dive, but that's part of its charm. The most modern piece of equipment in it is the cooler and the six-year-old commlink Thrash uses to keep track of the bar tabs and receipts. Music is played over speakers at least a decade old, and there's no trid. Despite its perceived shortcomings, Wheels Up continues to do steady business. The regulars like the relative peace and quiet the bar provides, a little oasis from a crushing sea of information. Serving top-shelf booze at lower-than-average prices helps too.

FAA AUXILIARY OPERATIONS CENTER (ACC), LAGUARDIA AEROPORT

Disguised as just another large maintenance bay, the ACC is located on the south side of the Aeroport. The ACC concept is a simple one: Ifthe primary Aeroport operations center goes down or is otherwise compromised for any reason, the ACC will take over. The building is rather unremarkable, made to look like a converted maintenance area, and is made of standard materials. The actual auxiliary center is different. The office area has been converted into a fully functional air operations center; which is basically a mini bunker in the hangar made of reinforced materials. The main door to the ACC is protected by a Rating 6 maglock with a keycard reader.

GRUNTS AND MOVING TARGETS

WHEELS

Most shadowrunners dream of that one big score that sets them up for life. But only a select few are good (or lucky) enough to achieve it. Arthur "Wheels" Finkelstein was one of those lucky ones. So what did he do? He lived the dream. He got himself a nice place, upgraded his cyber a bit, and went semi-respectable. And now he hates himself for doing it. When he first started running almost forty thirty years ago, Art was a tech who was constantly tinkering with vehicles, and he soon became a top-flight rigger. He got his name because his parents always said that "the wheels in his head are always turning." Wild, crazy, loving a challenge, and prone to redline just about anything he's operated, Wheels got his lucky break in 2068 when he and his team hijacked a corporate jet in mid-air. Even though it almost killed everyone involved, the payoff was enough to set them all up for life. Flush with cash, Art went into semi-retirement and signed on with Technicolor Wings where he takes the odd smuggling run to keep his skills sharp. In reality, it's not enough, and Art is starting to feel like he's losing his edge. He's also extremely bored. So when he was approached to pull off another mid-air run, he jumped at the chance. Even though he hasn't done a serious shadowrun in over six years, Art knows he can pull this off.

SR4A											
B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4	5 (8)	4	4	5	5	3	6	4.5	9 (12)	1
Condition Monitors	11 / 10										
Matrix/VR Initiative	10 (IP 3)										
Armor	6 / 2										
Active Skills	Aeronautics Mechanic 3, Automatics 3, Cracking skill group 4, Climbing 2, Dodge 3, Electronics skill group 4, Electronic Warfare 4, Gunnery 4, First Aid 2, Gunnery 4, Outdoors skill group 4, Parachuting 3, Perception 4, Pilot Aircraft 6, Pilot Ground Craft 6, Pilot Watercraft 4, Pistols 3, Swimming 2, Unarmed Combat 2										
Augmentations	Control rig, datajack, reaction enhancers 3										
Gear	Commlink [Device Rating 6, w/ sim module (hot-sim modified)], form-fitting body armor (full suit), medkit, survival kit										
Weapons	Walther PB-120 [Light Pistol, DV 4P, AP —, SA, RC —, 15(c), regular ammo (total clips x2)] Survival knife [Reach —, DV 3P, AP –1]										

SR5									
B	A	R	S	W	L	I	C	EDG	ESS
6	4	5 (8)	4	3	3	5	4	4	2.9

Initiative	10 (13) + 1D6
Matrix Initiative	5 + 3D6 (hot sim +4D6)
Condition Monitors	11 / 10
Armor	12
Limits	Physical 6 (7), Mental 6, Social 5
Skills	Aeronautics Mechanic 8, Automatics 3, Cracking skill group 5, Climbing 2, Electronics skill group 5, Electronic Warfare 5, First Aid 2, Free Fall 5, Gunnery 6, Outdoors skill group 4, Perception 4, Pilot Aircraft 8, Pilot Ground Craft 8, Pilot Watercraft 7, Pistols 3, Swimming 2, Unarmed Combat 2
RCC	Lone Star Remote Commander [Device Rating 6 w/ Data Processing 6, Firewall 6]
Augmentations	Commlink [Transys Avalon (Device Rating 6 w/ hot-sim module)], control rig 2, datajack, reaction enhancers 3
Vehicles	See below
Gear	Armor jacket [12], medkit, survival kit
Weapons	Colt America L36 [Light Pistol, Acc 7, DV 7P, AP —, SA, RC 1, 11(c) w/ regular ammo (total clips x2)] Survival Knife [Blade, Acc 5, Reach —, DV 9P, AP –1]

VEHICLES

C-260 TITAN (MODIFIED CARGO AIRCRAFT)*

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS
–2	50/200	600	2	30	5	2	10 w/ Sky Sled, 20 empty**
Upgrades/Accessories* **							
Ejection Seats, Extra/Entry Exit Points, Improved Takeoff and Landing (Rtg. 1), Improved Sensors, ECCM 3, ECM 2, Glider Cable Attachment, Rigger Adaptation, Winch							

SKY SLED*

The Sky Sled is a remote-controlled towed vehicle/drone designed to carry several individuals and latch on to other aircraft via a micro-winch, grappling claws, and a crude airlock. Akin to the gliders of World War II, the Sled was designed to be towed behind another aircraft. If detached from the parent aircraft the sled is designed to glide to the ground, but it is not meant for use in extreme-weather conditions. Small and cramped, it can only hold five average-sized metahumans who are seated in single-file within the craft. Seats are miniature fold-down benches. An egress hatch is located behind the pilot's area and in front of the font of the first passenger.

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS
–1	0	0	2	10	5	3	5
Upgrades/Accessories* **							
Flexible Airlock, Grappling Claws, Tow Cable, Rigger Adaptation, Winch							

*Both *SR4A* and *SR5* Stats

**_SR5_ Stats

***Some upgrades/accessories not yet available for *SR5*; they are used as a plot device for this adventure

HAL NEWSPRING, PROMETHEUS JOHNSON, DWARF MALE

Hal Newspring started out a nobody at Prometheus. He had a boring middle-management job and was almost fired from it for hiring shadowrunners to take out his supervisor. However, Hal performed a hundred times better than his predecessor, so the higher-ups let him stay. Gradually, they started to go to Newspring for shadowy things, which he turned out to be quite good at arranging. He's been promoted several times since and gradually worked his way into the New York shadowrunning scene. While he's never actively screwed a runner over, Newspring is still a complete corporate yes-man and is more than willing to remove someone to advance his goals.

SR4A											
B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
5	4	4	3	5	4	4	5	5	6	8	1

Condition Monitors	11 / 11
Armor	8 / 3
Active Skills	Climbing 2, Clubs 2, Computer 5, Data Search 5, Dodge 4, First Aid 2, Gymnastics 3, Influence skill group 5, Intimidation 4, Perception 5, Pilot Ground Craft 2, Pistol 4, Running 4, Stealth skill group 3, Swimming 3, Unarmed Combat 3
Gear	Commlink (Device Rating 5), form-fitting body armor (half body suit), smart contacts [Rating 2 w/ image link, low-light vision]
Weapons	Defiance EX Shocker [Taser, DV 8S(e), AP –half, SS, RC —, 4(m) w/ 8 taser darts, biometric safety]

SR5									
B	A	R	S	W	L	I	C	EDG	ESS
5	4	4	3	5	4	4	5	5	6

Initiative	8 + 1D6
Condition Monitors	11 / 11
Armor	8
Limits	Physical 5, Mental 6, Social 7
Skills	Climbing 2, Clubs 2, Computer 5, First Aid 2, Gymnastics 3, Influence skill group 7, Intimidation 5, Perception 8, Pilot Ground Craft 2, Pistol 4, Professional Knowledge: Business 9, Running 4, Stealth skill group 3, Swimming 3, Unarmed Combat 3
Gear	Actioneer Business Clothes [8], commlink (Device Rating 5), smart contacts [Rating 2 w/ image link, low-light vision]
Weapons	Defiance EX Shocker [Taser, Acc 4, DV 8S(e), AP –5, SS, RC —, 4(m), w/ 8 taser darts]

"SKY MARSHALL," SECURITY OFFICER (ORK)

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
7	5	5 (8)	7 (8)	2	4	4 (5)	3	5	1.85	9 (12)	1 (2)

Condition Monitors	12 / 11
Armor	8 / 14
Active Skills	Athletics skill group 4, Automatics 4, Close Combat skill group 4, Dodge 5, Perception 4, Pistols 6(7)
Augmentations	Cerebral booster 1, cyberears [Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer, protective covers], cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic vision, ultrasound, vision magnification], internal air tank, muscle augmentation 1, orthoskin 1, reaction enhancer 2, reflex recorder (pistols), sleep regulator, wired reflexes 1 (betaware)
Gear	Actioneer Business Clothes, commlink (Device Rating 5), concealable holster, form-fitting body armor (half suit)
Weapons	Browning Mega-Power [Heavy Pistol, 5P/6S(e), AP –1, SA, RC —, 15(c), w/ regular ammo (total clips x2), Stick-n-Shock ammo (total clips x1), advanced safety: biometric lock, safe targeting system, smartgun system] Grenade, smoke (x2) [Grenade, Blast 10m Radius]

SR5

B	A	R	S	W	L	I	C	EDG	ESS
7	5	5 (7)	7 (8)	2	4	4 (5)	3	5	1.85

Initiative	9 (11) + 3D6
Condition Monitors	12 / 11
Armor	9
Limits	Physical 9 (10), Mental 5 (6), Social 3
Skills	Athletics skill group 4, Automatics 7, Close Combat skill group 8, Perception 4, Pistols 8(9)
Augmentations	Cerebral booster 1, cyberears [Rating 1, w/ audio enhancement 2, select sound filter 1, spatial recognizer], cybereyes [Rating 2, w/ flare compensation, low-light vision, smartlink, thermographic vision, ultrasound, vision mag], muscle augmentation 1, orthoskin 1, reflex recorder (pistols, sleep regulator), wired reflexes 2
Gear	Actioneer Business Clothes [9], commlink (Device Rating 5), concealable holster, grenades (smoke x2)
Weapons	Ares Crusader II [Machine Pistol, Acc 5(7), DV 7P/5S(e), AP —, SA/BF, RC 2, 40(c) w/ regular and Stick N Shock ammo (two clips each)] Grenade, smoke [Grenade, Blast 10m Radius]

GULFSTREAM LUXE V, VR13506 (CUSTOM CORPORATE JET)

HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS
-2	80/500	800	2	30	5	2	10 in main cabin

Upgrades/Accessories***

Ejection Seats, Extra/Entry Exit Points, Improved Takeoff and Landing (Rtg. 1), Improved Sensors, ECCM 3, ECM 2

Note: Use Wheels' stats for pilots.

SCENE FIVE: THE BOAT JOB

"Secret Operations are essential in war, upon them the army relies to make its very move." —Sun Tzu

SCAN THIS

Prometheus is now in full attack mode, looking for ways to go after Wuxing. Four hours after the mid-air extraction, Prometheus' intelligence sources found another high-value target, the *Water Blossom*. According to reports, the *Blossom* is carrying some very special cargo, including some very custom (and rare) magical items to be used in their new regional headquarters in Manhattan. Also along for the ride is a renowned geomancer who's in charge of the delivery and implementation of said magical items. If Prometheus can prevent the freighter from reaching New York, it would deprive them of millions in precious materials and the services of a powerful geomancer. There's only one catch: the freighter is also carrying almost two hundred mercenaries of the 58th Battle Brigade who will report to the Red Dragon Society once they reach Manhattan. In the meantime, they're acting as security during the voyage.

TELL IT TO THEM STRAIGHT

Things have picked up in Manhattan, and not for the better. It doesn't take a local to see that things are getting serious. NYPD, Inc. has increased patrols and they've been kicking in the doors of anyone they *think* has been up to no good. That's going to take a while. Still, the way things are going in the shadows, it's not going to be long before Manhattan is completely locked down. Even your chums back home have noticed and are calling to find out what's going on. Too bad you don't know much. You've got some bits and pieces, mostly from some of your runs, but the gaps in your paydata are big enough to drive a truck through. You do know that someone's been hiring runners like crazy to cause all sorts of mayhem. Mostly it's been the usual small-scale stuff, but there've been a few runs where some dipshits either got careless or didn't care about the death and destruction they caused. Now there's blood on the streets, and the corporate masters of Manhattan won't tolerate it for much longer. Even good-old Sully, who's normally happy-go-lucky, seems worried. If he knows something, he's not talking. And when a cabbie keeps his mouth shut, it's not a good sign.

It's been about two days since the last run, and none of your previous Johnsons have called. When you first got here, Manhattan seemed like a golden goose. But now, things are getting a little too hot, and maybe it's time to cash out before you find yourself in the middle of something you can't handle. Why not? Your multiple-extended visitor pass is almost done, and you still have some cred left. Why not get out while the getting's good?

As you look out over the cityscape from your hotel room, your 'link goes off yet again. Speak of the devil. Mr. Skyjack

Johnson's visage fills the AR window in your field of vision. Son of a slitch, you don't remember giving him your number.

"Good evening. In case you're wondering how I got your numbers, don't worry about it. I'm only making this call because I have something that needs to be done on the very quick. Also, don't worry about someone listening in. I've got people who handle this sort of thing, so speak freely. Anyway, as you may have noticed, things have become a bit dicey in Manhattan of late, and I've been busy taking care of a lot of little fires. But now I have a big fire that only a pro can handle. Pay is fifty thousand for all of you to split, and you won't have to leave the ground unless you want to. It's a straightforward job, all you have to do is make sure a boat never makes it to Manhattan. Kill or don't kill, I don't care. So, are you interested?

IF THE PLAYERS ARE:

"Excellent. As I said, the job is simple one. The freighter *Water Blossom* is scheduled to arrive in New York Harbor in approximately thirty-six hours. I don't want it to arrive. That vessel is carrying cargo I want to see on the bottom of the Atlantic, and I want you to make it happen. There's also a man on board. If you can bring him to me, I'd be willing to give a substantial bonus in the form of an extra twenty-five percent. The catch this time is that I don't have a lot of support to give, as recent events have left me somewhat tapped. So let's get the horse-trading done so we can move on."

AFTER THE FINAL PRICE OF THE JOB HAS BEEN AGREED ON:

"As I've already said, the *Water Blossom* is carrying some special cargo. This cargo isn't dangerous, just valuable to the owners. From what my sources tell me the materials are specifically used in various magical ceremonies to bless buildings, or other shit like that. Normally I'd try to secure such materials, but in light of current events I have to settle for asset denial. Now, there is one person I do want recovered if possible. He's a mage, Wujen I believe. Goes by the name Qui-Len Duk. He may prove valuable to me and my associates, so I want him alive; a lot banged up is okay, but ultimately alive. I also know there's some security on board, but nothing you can't handle. Other than that, you're free to use any methods necessary, but I advise you to intercept in international waters to avoid unnecessary complications. I've already taken the liberty to assemble and send you a data packet with all information on the Blossom and her course. Once the job is done, contact me on this number and I'll tell you where to drop off of Mr. Duk. Good hunting."

HOOKS

In this scene, the players are free to get creative and make this run happen. The players are encouraged to use every New York contact they have made, including Sully, Wheels, and anyone else they've met from the other places in Manhattan. The only persons or group they won't be able to contact is One or any members of the 58th Battle Brigade. There's a reason for that, and should the players try, they simply won't be able to get a hold of them.

INDEPENDENT TRADEING VESSEL *WATER BLOSSOM*

The Water Blossom is a forty-year-old Type-40 cargo vessel built in 2040 by Sea Bear Shipbuilders, a company that was bought and sold off by Renraku in 2048. The Water Blossom was owned and operated by several shipping consortiums until she was purchased outright and became an independent trading vessel by Captain Chou Han in 2069. In recent years, Captain Han and his crew have struggled to find profitable work, often being outbid by conglomerates such as the Pacific Prosperity Group. In recent years Captain Han has been forced to turn to less-than-legal means to keep his ship operating. At a length of one hundred meters, the Blossom has a crew of thirty-six and can normally carry up to fifteen more passengers. She's also capable of carrying hundreds of tons of cargo in her massive holds. These holds take up seventy percent of the ship, from the bow to the engineering compartment.

The rear of the ship has six decks. Deck One is the top, the bridge. Deck Two is housing and facilities for the crew and normal passengers. Deck Three and Four are storage, while Deck Five and Six are dedicated to engineering.

An additional two hundred passengers can also be added by utilizing specially designed modular passenger containers. Each of these houses twenty individuals and has rudimentary sanitary facilities. They are not that comfortable, but they get the job done. Because she often travels in heavily patrolled waters, she does not boast any offensive weaponry or significant countermeasures, but that is something that Captain Han wishes to change. The Blossom compensates for this by boasting a sophisticated sensor system.

SR4A/SR5

HAND	ACCEL	SPEED	PILOT	BOD	ARM	SENS	SEAT
–2	5/10	60	2	30	10	6	See above

Accessories/Upgrades: Manual Controls, Rigger Adaptation

Note: For Captain Han and his First Mate, use Wheels' stats from the previous scene but remove Pilot Aircraft and Ground Craft and increase Pilot Watercraft to 9

BEHIND THE SCENES

The fighting in Manhattan between Wuxing and Prometheus is heating up, and it won't be long before it leaves the shadows. Almost every runner in New York and the surrounding

area has been tapped and is working either for or against Prometheus at this point. Even the Triads are feeling the pinch as the local crime syndicates and local gangs have taken sides. Still, if Wuxing is going take over Prometheus, it still has to go forward with its plans despite some setbacks.

Part of their plan involves the transport of materials that will be used to make foci to be embedded in the planned Wuxing regional HQ, using feng shui principles to enhance its energy. The exact site, facing, and other aspects of the new HQ have been meticulously evaluated and calculated. If the building is constructed improperly, it would be disastrous to the Wuxing board of directors. To ensure things are executed properly, Wuxing has sent geomancer Master Qui-Lin Duk to oversee the operation. Providing escort during the trip are exactly 175 members of the 58th Battle Brigade. This trip is mutually beneficial to Wuxing and the Red Dragon Society. Wuxing gets a substantial escort for vital materials, and the Red Dragons get replacement troops to bolster their ranks (which will be used to eventually support Wuxing anyway).

According to the data packet from Mr. Johnson, their first and foremost objective is the destruction of the *Water Blossom* with all cargo and materials on board. This time, Mr. Johnson isn't quite as bloodthirsty as before, and as long as the ship goes down or the cargo is destroyed, he doesn't care about the rest of the crew or passengers. But if killing them all would facilitate the first objective, then that's the price of doing business.

The second objective is the extraction of Qui-Lin Duk. While it would be a significant boon to Prometheus to have custody of Master Duk, taking him out of the equation would also be acceptable. In the data-packet, Mr. Johnson states that if it becomes impractical to extract Duk and accomplish the primary objective (sink the ship), then the players are authorized to eliminate him, but at a substantial decrease in pay (minus thirty percent).

Finding the *Water Blossom* on the open ocean could be a problem. This time, the players will not have exact location or GPS transponder code (unless they obtain them somehow), but it will be provided with known commercial trading routes into New York, which the *Blossom* will be using.

Once the *Blossom* is found, getting on board should be relatively easy. She boasts good sensors, but her main early warning systems are old-fashioned hands on deck. Done right, a stealthy approach is likely to be successful. It would be wise for the players to secure the bridge or disable communications as quickly as possible. The players will then have to find a way to sink the ship. Explosives are an obvious choice. Either inside or outside of the hull, the *Blossom*'s skin is thin enough that the right amount of explosives will cause a significant breach in the hull. If the players are feeling especially destructive, setting off the ship's massive fuel tanks in engineering will do the job. Note that the crew will usually surrender rather than fight. But at the gamemaster's discretion, use the same stats as the on-board mercenaries, minus all equipment except the listed machine pistols.

Master Duk is located in one of the passenger quarters on Deck Two, cabin five. Finding him will not be difficult. Despite his gentle nature and kind heart, Master Duk is feared by most of the crew and mercenaries because of his magical nature. As such he mostly remains in his cabin meditating and having his meals brought to him. A pacifist, he will not violently resist when the players attempt to take him. He will employ non-lethal/harmful magic on the players to prevent capture, but he will capitulate if his or another's life is in jeopardy. (Use Armando's stats from Scene Two for Master Duk, minus any combat spells other than Manabolt.)

The same can't be said of the 175 members of the 58th Battle Brigade. It's been a rough trip for most of them, and they'll be more than happy to vent their frustrations on the players. While on board, the 58th has been busy patrolling the ship. And with 175 bored mercs, they do a *lot* of patrolling. Their presence should be a shock to the players, because while the data packet from Johnson mentioned some security, it did not mention 175 armed mercs! The good news for the players is that the majority of the mercenaries are in the cargo hold. Approximately thirty are out patrolling the ship at any given time. Another thing in the player's favor is that while they are severely outnumbered, if a battle erupts only one out of four mercs coming from the hold will actually grab their body armor or extra clips for their assault rifles. But that's still a lot of assault rifles to deal with. And like the Gulfstream in the previous scene, the corridors of the ship are cramped. Not as bad as before, but enough to make maneuvering a rifle around corners difficult. Anyone attempting to use a rifle below decks (except the cargo hold) will get a situational -1 modifier to any tests using it. Of course, the mercs have machine pistols. In combat, the mercs will use mass fire and swarm tactics in an effort to cut off and surround the players. This could lead to a lot of brutal close-quarters fighting. The ship's crews are unarmed and won't fight back, but they will try to get out an emergency message of some kind.

Once the players have accomplished their mission, they contact Mr. Johnson but receive an automated message telling them how to obtain their payment from a private Matrix account, but nothing more.

PUSHING THE ENVELOPE

The mercenaries on board are not the only thing that the players have to worry about. Inside of the ship, the gamemaster may decide that some of the "precious cargo" includes several exotic animals, some Awakened. Depending on the animal, this could have interesting consequences for the players and the mercenaries or crew; especially if they get loose.

DEBUGGING

One of the biggest things that can go wrong in this scene is that the players forgo any planning or preparation and get themselves killed in a full-out attack. Conversely, there is such a thing as over-planning. Another problem the gamemaster may face is if the players let themselves bite off more than they can chew. In a pure numbers game, the odds are against the players. These numbers can work for the players

if they're careful, because mobilizing and deploying those numbers on a ship can be difficult and the players, if smart, can isolate large numbers and remove them from the fight.

But regardless of how they accomplish this run, there will be repercussions. At some point during the run, the runners need to recognize that the mercenaries on board the *Blossom* belong to the same unit that was bodyguarding One and has major ties to the Triads ... specifically the Red Dragon Society. And, that the Red Dragons have ties to ...Wuxing. Oops.

GRUNTS AND MOVING TARGETS

58TH BATTLE BRIGADE MERCENARY

Also called the "Vultures," they're best known as pillagers, thieves, and scavengers within the mercenary community. During battle, they will often strip the dead or dying of their goods, even going so far as to shoot those who could be saved. Calling someone a "Fifty-Eight" is considered a grievous insult among mercenary circles.

SR4A

B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	5	4	3	3	3	4	3	5	6	7	1

Condition Monitors	10 / 10
Armor	8 / 6
Active Skills	Athletics skill group 3, Close Combat skill group 3, Demolitions 3, Dodge 5, Electronics skill group 5, Firearms skill group 5, First Aid 3, Gunnery 2, Heavy Weapons 2, Intimidation 2, Outdoors skill group 3, Perception 3, Pilot Ground Craft 3, Stealth skill group 3, Throwing Weapons 3
Gear	Commlink (Device Rating 3), body armor (Camo Jacket with SecureTech PPP: vitals, leg, and arm protection), helmet, goggles [Rating 4, w/ flare compensation, low-light, smartlink, thermographic vision], medkit, subvocal microphone, smart pouch system (w/ combat load vest, ammunition pouches, optional: ration pouch and smart Canteen), survival kit
Weapons	AK-97 [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC —, 38(c), w/ regular ammo, smartgun system, spare clips x3] Steyr TMP [Machine Pistol, DV 4P, AP —, SA/BF/FA, RC —,30(c), w/ regular ammo, spare clips x3] Survival knife [Reach —, DV 3P, AP –1]

SR5

B	A	R	S	W	L	I	C	EDG	ESS
4	5	4	3	3	4	3	3	5	6

Condition Monitors	10 / 10
Armor	15
Limits	Physical 5, Mental 5, Social 5
Skills	Athletics skill group 5, Close Combat skill group 6, Demolitions 4, Electronics skill group 5, Firearms skill group 6, First Aid 3, Gunnery 4, Gymnastics 4, Heavy Weapons 3, Intimidation 3, Outdoors skill group 3, Perception 3, Pilot Ground Craft 3, Stealth skill group 3, Throwing Weapons 3
Gear	Commlink (Device Rating 3), full-body armor [15], medkit (Device Rating 3), smart goggles [Rating 4, w/ flare compensation, low-light vision, smartlink, thermographic vision], subvocal microphone, survival kit
Weapons	AK-97 [Assault Rifle, Acc 5(7), DV 10P, AP –2, SA/BF/FA, RC —, 38(c) w/ regular ammo, spare clips x3, external smartgun system] Steyr TMP [Machine Pistol, Acc 4, DV 7P, AP —, SA/BF/FA, RC —, 30(c), regular ammo, spare clips x3] Survival knife [Blade, Acc 5, Reach —, DV 9P, AP –1]

SCENE SIX: KINGS SHALL NOT KILL (AND GET CAUGHT)

"If quick, I survive. If not quick, I am lost. This is death." —Sun Tzu

SCAN THIS

It's finally happened. Open fighting has broken out in Manhattan. Runners, corp-sec officers, gangs, and so on (supposedly allied to either Wuxing or Prometheus) are slugging it out all over the island. In twelve hours the Corporate Court is scheduled to hear from Prometheus Engineering, who's presenting evidence of corporate warfare and clandestine activities perpetrated by Wuxing. This forces Wuxing to bring their operation to a dramatic close. If they can get either simple majority or a majority stake in Prometheus, either through direct ownership or proxy voting, they can essentially absorb the company and cancel the hearing. The quickest way to do this is a decapitation strike on the CEO and the board of directors. Using trumped-up justifications, Wuxing and its mercenary forces openly attack the PE headquarters in downtown Manhattan. The double-helix design of the building provides the central location for control of the company. How the runners get involved depends on who they are siding with at this point.

TELL IT TO THEM STRAIGHT

Okay, its official, drek just got serious. Soon after the run against the Water Blossom, Manhattan goes bat-drek insane. If you didn't know any better you'd swear someone transported you to Bogotá. Consider your welcome officially worn

out, because it's time to *go*. As soon as you start your travel plans, your commlink goes off. When you see the incoming number, you try to hit "decline," but it won't accept the command. It keeps going off and you swear it's getting louder. Finally you hit "accept," and the faces of One come into view. Of course, Mr. Facey-face does all the talking. "I am very glad to speak to you again. I am very sorry for not calling earlier, but we were called away on some emergency business. But that doesn't matter. We know you managed to keep yourself busy in our absence. A nice ocean cruise was it?" His tone is icy-calm. Seems like he knows about the *Blossom*.

"But do not think we hold a grudge. We understand things are fluid in your line of work. But still, a lot of trouble has been caused. As such, we offer you a way to restore our faith in you. Our associates have decided that subtlety no longer serves their purposes in Manhattan. Already our forces are on the move, and we have found the key to our success. Obtain this key for us, and all past transgressions will be forgotten and a substantial reward given. And do not worry about our associates in the Fifty-Eighth. They know what is at stake and the penalties for disloyalty. Now, to show good faith, we will give you one hour to choose. Make the right one." The connection goes dead.

What to do, what to fragging do? If you run, you'll piss off not only the Triads but a group of cutthroat mercenaries and a megacorp. You weigh the options of taking the job versus the possibility of escaping from New York when your 'link goes off. Great, now who's calling? Hitting accept, you see Mr. Johnson, the guy who hired you to blow up a private jet, sink a freighter, and put the Triads and Wuxing on your hoop. What's he want you to do now, take a nuke up to Zurich-Orbital?

"Thank Ghost, I got a hold of you. I've been trying to get away and contact you for hours. Look, I won't mince words, I'm desperate and need help. In just under twelve hours, Prometheus is going before the Corporate Court with evidence that Wuxing has been engaging in an illegal takeover. In response, they went after Prometheus' CEO Calvin Michelson and have him trapped in our headquarters on the west side. Our people are holding them off for now, but we need someone to extract Michelson and get him to a safe, neutral location. I want—I *need*—you to do this! I can offer you money, but more importantly, I can offer you protection and a safe way out of New York. I need an answer and I need it soon—they can't hold out at the tower for very long."

IF THE PLAYERS CHOOSE TO SIDE WITH ONE:

One looks almost smug when you call them back. "Excellent. I knew you would make the right choice. In one hour, a transport will arrive to take you to our staging area at the Prometheus Towers. There you will join forces from the Fifty-Eight Battle Brigade and 10,000 Daggers to penetrate the facility and secure Prometheus' CEO, Calvin Michelson. I will let the on-site commanders give you the details when you arrive. Now, so there is no confusion of your role in this operation, you are responsible for securing Michelson and his safety. He is to be recovered alive. Understood?"

IF THE PLAYERS CHOOSE TO SIDE WITH PROMETHEUS:

"Thank you! In one hour, a transport will arrive to take you to rendezvous with our sec-forces in the Prometheus Tower. You need to penetrate the facility and extract Prometheus' CEO Michelson. Mercenaries from both the 58th Battle Brigade and 10,000 Mercenaries have enacted a siege on the tower, and we need you to break through and get Michelson out. Another complication—communication with our security forces in the tower is sketchy at best. I'll try and get word through, but don't be surprised if you get less than a warm welcome. If you do make it, tell them Newspring sent you. Once you get him out, you need to get him to the MDC building downtown, approximately tn kilometers away. No one's stupid enough to attack what is basically corporate holy ground. But hurry. We need Michelson alive."

HOOKS

The players have two choices here: One, they go with Wuxing and the Triads. The money's much better and they're more likely to win. And not having a major crime syndicate *and* a megacorp pissed off at you is a very good thing. And let's not forget about the mercenaries.

Or two, they go with Prometheus. Maybe they'll hold out and maybe the Corporate Court will rule in their favor. But do you really want to bet on that? Still, they can just about name their price tag, which comes with a free "get out of New York" card. Question is: How likely are they to win?

Now the players are in the thick of it, and no matter which side they choose, they have to be very careful because someone will be gunning for them. It's recommended that this scene be chaotic, with the fog of war settling in. Play it up like a war movie, with debris and smoke everywhere. Bodies and parts lie everywhere. Wounded are all over, and for some combatants shell shock is already setting in. Things are happening all over the island, and everything is in chaos. Play this up. Friendly fire is also a real concern, even with modern smart-systems.

BEHIND THE SCENES

The tactical situation at Prometheus Tower, and all of Manhattan, can be summed up in two words: Charlie Foxtrot. Approximately ten hours ago, NYPD, Inc. started receiving calls about armed skirmishes in the street. When officers responded, they were ambushed by multiple groups of hostiles, identity unknown. And of course, calls of "Officers down and officers need assistance" sent every NYPD flatfoot charging to the rescue. Then the responding officers were ambushed and they also sent out distress calls. The situation escalated until a large number of cops on the island was in the middle of it. It didn't take long for NYPD, Inc. to become completely overwhelmed. Other local security providers such as Knight Errant—and, ironically, Prometheus' security forces—moved to render aid per the terms of the MDC charter, but they fared no better. Advance teams from 10,000 Daggers had done their job well.

With most of Manhattan's security forces tied up dealing with the unknown hostiles, forces from the 10,000 Daggers and 58th Battle Brigade mercenary companies began a combined assault on Prometheus Tower. As the 58th formed a perimeter around the tower, teams from 10K Daggers attempted to breach the tower but were stopped cold by a determined PE Security defense. Prometheus Security commanders anticipated a move like this and prepared, but they never thought Wuxing would go so far and deploy mercenaries *in* Manhattan. The assault was blunted, but it cost Prometheus Security dearly.

Currently, it's a stalemate between the two forces. After taking massive casualties during the first assault, Prometheus is holding on for dear life inside the tower. Prometheus' only advantage is their knowledge of the tower and their fortified positions. Inside they've sealed off and booby-trapped several entrances in order to protect CEO Michaels. Even though Prometheus still nominally controls most of the building, Wuxing forces have cut the building's power, secured the helipads on the top floors (but the squads there are effectively trapped), the sub-basement, and floors two-through four. Prometheus knows that all they can do now is buy time because another direct, concentrated assault will overrun them.

Prometheus' tactic is working, for now. Fifty-Eighth and Dagger commanders know that Prometheus has fortified the building, but not exactly how or how many PE security forces remain and are looking for alternative methods of entry. With Dagger teams keeping NYPD and other sec-forces busy on other parts of the island and the Fifty-Eighth weakened by the loss of so many troops from the Water Blossom, neither is eager to jump directly into the meat grinder just yet, especially with the casualties they've already received.

Both sides are beat up and need something to break the deadlock. Enter the players.

IF THE PLAYERS SIDED WITH WUXING THROUGH ONE:

Exactly one hour after taking the contract, an armored APC with 58th Battle Group markings arrives to collect the players. Several bystanders gawk at the armored vehicle, but they quickly scatter when the gunner cranks off a few rounds from the LMG. Before they attract any more attention, the players are quickly taken to the 10K Dagger/Fifty-Eighth staging area just outside of the Prometheus tower. The ride is uneventful, but it's obvious that the players are getting the stink-eye from the APC crew. At the staging area, the players are met by Captain Hassan of 10K Daggers and his 58th Battle Brigade counterpart, Captain Chang. Hassan quickly gives a sit-rep, overriding Chang every time he tries to speak. There is no doubt who is in charge here and who's resentful. What Hassan doesn't say is that Chang jumped the gun during the assault and attacked before everyone was in position. This ruined the element of surprise and allowed Prometheus to repel the assault. Now they're regrouping as both sides take pot shots at each other.

Hassan informs the players that time isn't on their side and they need to secure their objective soon. Most of his magicians were either killed in the initial assault or have been deployed elsewhere and can't break away to assist. He also informs the players that Prometheus security has moved deep inside the building so they can't reach them from the outside. This limits his attack options. Now Hassan has to do this the old-fashioned way, sending his people directly into the grinder where specialized training means nothing. Frustrated at the situation, he is more than willing to listen to any suggestions from the players. But whatever they come up with, it'd better be executed soon, because Hassan is launching the next attack in thirty minutes.

IF THE PLAYERS SIDED WITH PROMETHEUS:

An hour later, the players get a message on their 'links telling them to get to the roof. When they arrive, they see a modified Hughes Stallion helo vector in. They should remember it as one of the vehicles in Wheels' shop. As the helo sets down, Wheels smiles and over the roar of the engines and rotors tells the players to get in. In seconds, they're on their way to the Prometheus Tower. As they approach, they get an idea of what's been going on. Windows are shot out everywhere, and bodies can be seen on every floor. The place looks like, well, a war zone. As the Stallion approaches the south helipad, threat warnings blare in the cockpit after rockets launch from concealed positions. One tags the Stallion near the port engine housing, and she starts to vibrate violently. With great skill, Wheels maneuvers the near-crippled helo close enough for the players to disembark—close and low enough so that no test is required (unless the gamemaster wants one).

After the players are out, Wheels breaks evasive and departs, saying he'll go get his other chopper and call if he's needed. On the helipad, the runners come under fire from two 10K Dagger troops poised in hidden positions on the roof. Low on ammo, the Daggers won't press any attack and will disengage as soon as they meet any resistance. Once the players make it inside, they're met (at gunpoint) by Prometheus security. Mr. Johnson/Newspring was able to get a message to them, but obviously they're not taking any chances.

When the players say that Newspring sent them, the sec-officers escort them (under close watch) to their current command center, the former office of a junior VP on the 89th floor. Once inside, they're introduced to CEO Michelson, a male human in his late 60s (and in decent shape for age) and Lt. Kayla Butcher, now in command after the security chief was killed in the first assault. Michelson informs the players about the hearing on Z-O and Wuxing's plans to capture and force him to use his stock majority to kill the hearing, giving Wuxing the win. For Prometheus Engineering to survive, he has to stay out of Wuxing's hands. His best bet now is to get to the MDC building where he can find sanctuary. Butcher then gives the tactical situation. She that she knows that the enemy forces are planning another assault, and they won't be able to stop it. Whatever the players are going to do, they need to do it *now*.

ATTACKING FROM TWO DIFFERENT ANGLES

No matter what side the players are on, unless they can somehow convince Hassan to delay or alter the attack

plan, the order of battle will occur as follows: thirty minutes after the player's arrival the Daggers and the 58th will launch their assault. Fifty-Eighth rocket and mortar teams will pound the building from outside, hoping the attack will bottle up Prometheus Security inside the building. Dagger entry teams will then spearhead the breach, attacking from the fourth floor and from the helipad. Dagger airborne specialists will use gliders to reinforce the trapped teams on the roof. From there, they will push downward as the teams from below move up. The idea is to catch the Prometheus defenders in a pincer and either force a surrender or simply eliminate them.

Both sides are committed to battle, and at this point neither will back down. Prometheus Security considers the company their family and will fight to the last person because they know that every second they buy brings them closer to the hearing and possible salvation. Conversely 10,000 Daggers sees this as just another job, but they still have a reputation to maintain and will push hard out of pride. They are not, however, fanatical about it. The Fifty-Eighth, on the other hand, is out for blood. Not only have several of their brothers in arms been murdered, but they need to redeem themselves in the Triad's eyes, or there will be hell to pay for their failures. The players, well, they know what they're fighting for.

The side the players choose will not necessarily change the overall order of battle; they will simply be included into the overall plan. If they're working with the Wuxing forces, Hassan will inform the players that he is certain, but not positive, that Michelson is somewhere on either the 88th, 89th, or 90th floors. He suggests they take advantage of the distraction his forces will cause to try to blitz those floors and secure Michelson. If they can accomplish this, his forces will move in to cover their egress if necessary.

If the players are fighting with Prometheus, Michelson and Bucher inform the players that there are two possible escape routes (if the players can't come up with anything else). The first option is the helipad. Even though it's controlled by Dagger commandos, several of the company VTOLs were undamaged in the first assault. The players can go after one of them while Prometheus provides a distraction. The catch is that the players will have to fight their way past the Daggers staged there. The second option is to get to an emergency tunnel that leads to the sub-basement. There, they can make their way out of the area. If the players ask why they haven't done this already, Michelson says he wouldn't allow it after the first assault because he considered it too risky. But now that the players are there ...

No matter how the players try to secure or extract Michelson or which side they are on, they will have to contend with determined Wuxing or Prometheus combatants. If the players move through the building, they will be forced into deadly close-quarters combat. Ambush tactics will be used to foil the players at every turn, but only the Wuxing troops will withdraw. Prometheus will fight to the death.

With the power out, elevators are useless and their doors have been sealed, but access via the shaft is possible. Access to the stairwells has been blocked by debris, enough to severely slow down any intruders, but not enough to completely block access. At random intersections on the floors and elevator doors, IEDs (treat as fragmentation grenades [DV 18(f), AP +5, Blast -1/m)] have been deployed and are attached to tripwires. Players must pass an Intuition + Perception (3)/Perception + Intuition [Mental] (3) Test to notice the IEDs. Some may be decoys (gamemaster discretion). Prometheus officers in teams of six to eight are staged on the 20th, 34th, 50th, and 88th floors acting as sentries and will attempt to stop or slow down any attackers for as long as they can. There are a total of fifteen officers on the 88th floor protecting Michelson, but six will detach to engage hostiles if necessary. The rest will fortify their position and protect Michelson at all costs. When the assault begins, Wuxing forces will sweep the floors one by one until they either find Michelson, or meet in the middle. At that point they start the sweeps again because they missed something. The Daggers will deploy in teams of six backed up four to six more troops from the 58th.

On the helipad are seven Dagger commandos, but Prometheus thinks there are double that number. When the assault begins, six more Dagger operators will glide in (arrive on second Combat Turn after combat begins). If anyone tries to breach the helipads, the Daggers will attempt to bottle them up (assuming the stairwell or elevator shaft is used) into a small area and kill them there. If any intruders break through and manage to get into the helipad, the Daggers will employ shoot-and-move tactics, moving and shooting from cover as much as possible. If they can ambush the intruders, they will.

In either situation, the combat will be chaotic and deadly. The players will be hounded at every turn, and it will always seem like there is a foe around every corner.

RECKONING

At some point during the combat, the members of the 58th Battle Brigade will attempt to settle their score with the players. The exact particulars of this must be determined by the gamemaster, but generally when the players have either secured Michelson or are about to escape with him (from either the helipad, the escape tunnel, or whatever means the players have engineered) is when the 58th led by Captain Chang will make their move. If the players are trying to escape with Michelson, it's a simple matter of a group of them showing up to try to foil the player's plans. If the players are (supposed to be) working with the 58th, they are betrayed. The 58th will murder any 10,000 Daggers present in cold blood to cover their actions. Captain Chang feels personally insulted by the fact that he should have been given command of this operation, but the player's actions cost him that opportunity and forced his superiors to contract 10,000 Daggers and place the 58th into a supportive role. Chang believes that if the 58th brings in Michelson, they'll be regarded as heroes by Wuxing. During combat the 58th will not attack from a weak position but rather will ambush and then go after the players when they are down—the more injured they are at that point, the better.

END OF THE LINE

The mission is over when the players successfully get Michelson. If the players are working for Wuxing, One will personally be there to congratulate them and give them their payment. If the runners tell One of the Fifty-Eighth's treachery, they will simply thank the players for their efforts and assure them that "the Vultures will be dealt with."

If the players were working for Prometheus, once they reach the MDC building heavily armed guards backed up by some very nasty-looking armored vehicles offer the player's sanctuary and eliminate with extreme prejudice anyone still following them. Once inside, Michelson and the players will be led to an aid station where they will be tended too. After being patched up, the players will get their pay and arrangements will be made for their departure if they will wish it.

The Battle of Manhattan, at least for the players, is over.

PUSHING THE ENVELOPE

At this point, the players are in deep enough, but if a gamemaster is feeling sadistic, more enemies and more powerful opponents can be justified. Instead of just more mercs from the 58th and 10K Daggers or security from Prometheus, other mercenary units such as MET2000 could be called in; whatever is necessary to make the fog of war thicker. Also, if the players have sided with Prometheus, a truly sadistic gamemaster can always send in One to clean things up.

But not everything has to be against the players. If the players have sufficiently cultivated them as contacts, both Sully and Wheels will help them out. Exactly how much depends on just how tight they all are. Sully, of course, knows someone, who knows a guy, who owes a favor to a guy who has this badass APC that he's been waiting to try out. Likewise, a good old-fashioned fight is just what Wheels has been looking for, and he will be more than happy to play cavalry in one of his helos. Also, if the players need to make their way to the MDC building, this is a prime opportunity for a nice running firefight.

DEBUGGING

The sheer numbers of enemies, no matter which side the players choose, is staggering. If the gamemaster wanted to, they could easily overwhelm the runners at any time and make the run tactically impossible. The trick here is to avoid that trap and give the runners an in and out of any situation, no matter how slim. Nothing kills a game faster than if the players think they're being railroaded. Other than that, it's time for the players to simply succeed or fail.

PLACES OF INTEREST

PROMETHEUS TOWER

Located on the west side of Manhattan, the "spiral tower" is famous throughout the world as the headquarters of Prometheus Engineering. Consisting of one hundred floors, the tower is made of various state-of-the-art materials and is one of the most structurally stable and strong building in the world thanks to Prometheus' patented building materials [Armor/Structure ratings: 32/20]. These materials allow the tower to withstand most known natural disasters, and they can hold their own against most modern weapon systems. A full motor pool is located in the sub-basement parking lot while the roof boasts four helipads that can accommodate the largest-known VTOL aircraft. The first twenty-five floors contain the company's administrative offices while floors twenty-six through eighty-five house the research and development offices. The top fifteen floors are reserved for the executive board members. Mixed into all of these floors is maintenance, using the second and every other tenth floor until the eighty-second to house the equipment and systems to keep the building operational.

GRUNTS AND MOVING TARGETS

PROMETHEUS ENGINEERING HTR OFFICER

SR4A

B	A	R	S	C	I	L	W	Ess	Init	IP
4	4	4 (7)	3	3	3	3	3	5.4	8 (11)	1

Condition Monitors	[illegible]
Armor	14 / 12
Skills	Close Combat skill group 4, Demolitions 3, Firearms skill group 6, Professional Knowledge: Security Procedures 5, Perception 5
Augmentations	Reaction enhancers 3
Gear	Commlink (Device Rating 5), SWAT armor (10/8), SWAT helmet [+2/+2 includes: AR display, flare compensation, low-light vision, thermographic vision, vision enhancement 3, camera, smartlink, and mic]
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ 3 spare clips] Spas-22 [Shotgun, DV 6S, AP +1, SA/BF, RC(1), 10(m), w/ 20 regular shotgun rounds] Stun baton [Club, Reach 1, DV 6S(e), AP –half] Fragmentation grenades (x4) [DV 18(f), AP +5, Blast –1/m]

SR5

B	A	R	S	W	L	I	C	ESS
4	4	4 (7)	3	3	3	3	3	5.4

Initiative	8 (11) + 1D6
Condition Monitors	10 / 10
Armor	18
Limits	Physical 5 (6), Mental 4, Social 5
Skills	Close Combat skill group 7, Demolitions 4, Firearms Skill skill group 8, Perception 5, Professional Knowledge: Security Procedures 5
Augmentations	Reaction enhancers 3
Gear	Commlink (Device Rating 5), full armor w/ helmet [18], goggles [Rating 6, w/ camera, flare compensation, image link, low-light vision, thermographic vision, smartlink]
Weapons	Ares Predator V [Heavy Pistol, Acc 5(7), DV 8P, AP –1, SA, RC —, 15(c), w/ 3 spare clips] Enfield AS-7 [Shotgun, Acc 4(6) DV 13P, AP –1, SA/BF, RC 1, 24(d) w/ regular ammo, one spare drum, smartgun system] Stun baton [Club, Acc 4, Reach 1, DV 9S(e), AP –5] Fragmentation grenades (x4) [DV 18(f), AP +5, Blast –1/m]

10,000 DAGGERS MERCENARY

(PROFESSIONAL RATING 4)

One of the top-tier mercenary companies in the world, they specialize in special operations and unconventional warfare in any environment. A good number of magicians and adepts make up 10,000 Daggers and they field a specialty group, the Brotherhood of the Crescent, that is made up exclusively of Awakened individuals.

SR4A

B	A	R	S	C	I	L	W	Ess	Ess	Init	IP
2	5	4 (5)	4 (5)	4	3	3	3	5 (3)	4	7 (8)	1 (2)

Condition Monitors	11 / 11
Armor	12 / 11
Skills	Athletics skill group 3 (5), Close Combat skill group 5, Dodge 4, Firearms skill group 4 (5), Infiltration 5, Negotiation 3, Pilot Ground Craft 3
Qualities	Adept
Adept Powers	Combat Sense (1), Improve Ability: Automatics (1), Improved Reflexes (1), Improved Sense (Flare Compensation, Low Light)
Augmentations	Aluminum bone lacing (alphaware), muscle replacement 1, platelet factories, reflex recorder (Pistols), synthacardium 2
Gear	Commlink (Device Rating 4), full body armor (w/ chemical protection 4, nonconductivity 4), helmet/monocle (w/ image link, smartlink, vision magnification)
Weapons	Sernopal vz/88V [Assault Rifle, DV 6P, AP –1, SA/BF/FA, RC 2 (3), 35(c) w/ regular rounds, folding stock, gas-vent 2 system, imaging scope, smartlink, spare clips (x3), sound-suppressor] Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ 3 spare clips] Cougar Fine Blade (Long) [Reach —, DV 5P, AP –1, w/ personalized grip]

SR5

B	A	R	S	W	L	I	C	M	ESS
3	5	4 (5)	4 (5)	4	3	3	4	6	3.8

Initiative	7 (8) + 2D6
Condition Monitors	11 / 10
Armor	18 (19)
Limits	Physical 6 (7), Mental 5, Social 6
Skills	Athletics skill group 4 (6), Automatics 7(8), Close Combat skill group 5 (6), Gymnastics 5, Negotiation 3, Pilot Ground Craft 4, Pistols 6(7), Sneaking 6
Adept Powers	Combat Sense (1), Improve Ability: Automatics (1), Improved Accuracy: Automatics, Improved Accuracy: Pistols, Improved Reflexes (1), Improved Sense (low-light vision)
Augmentations	Aluminum bone lacing (betaware), muscle replacement 1, platelet factories, reflex recorder (firearms), synthacardium 2
Gear	Commlink (Device Rating 4), full body armor (w/ Chemical Protection 4, Nonconductivity 4), helmet/monocle (w/ image link, smartlink, vision magnification)
Weapons	FN HAR [Assault Rifle, Acc 5(7), DV 10P, AP –2, SA/BF/FA, 35(c) w/ regular ammo, 3 spare clips] Ares Predator V [Heavy Pistol, Acc 5(8), DV 8P, AP –1, SA, RC —, 15(c) regular ammo, 3 spare clips] Survival Knife [Blade, Acc 5, Reach —, DV 9P, AP –1] Unarmed strike [DV 6P, Reach —]

AFTERMATH

The Battle of Manhattan, as the press soon dubbed it, ended thirty four-hours after it began when the UCAS Army moved into Manhattan to restore order. While the military action was quick, the political fallout continued for some time afterwards as the UCAS government and the MDC (who by default spoke for *all* corporate interests) battled it out over sovereignty rights. The MDC claimed the UCAS had no right to interfere and called their action nothing less than an opportunistic invasion and a clear violation of previous treaties and agreements. The UCAS charged that the MDC allowed open warfare to occur, forcing the Army's mobilization to restore order and protect the security of UCAS territory in the rest of New York. In the end, the proper graft was handed out and everything went back to business as usual, for the most part.

The island itself took significant damage in several locations. 10,000 Dagger mercenaries played merry hell with the local security forces, and it didn't take long for the frustrated officers to start cutting loose with everything they had. Ironically, most of the damage to the island's infrastructure was caused by the ones trying to defend it. Various companies and other corporations are already lining up to file lawsuits against NYPD, Inc. for gross incompetence.

The hearing on Zurich-Orbital went off as scheduled, with Prometheus CEO Calvin Michelson making a very impassioned plea to the Corporate Court justices. Despite this, the court didn't exactly rule in Prometheus' favor.

During the hearing, Wuxing used the "best defense is a good offense" play by making a counter-claim against Prometheus. They claimed that Prometheus willfully engaged in deliberate acts of sabotage, kidnapping, and murder against Wuxing. They charged that a Prometheus employee, Hal Newspring, conspired on Prometheus' behalf to hire specific individuals to destroy a Wuxing-owned aircraft (killing all on board) and a freighter carrying millions of Nguyen worth of cargo, killing many on board as well. Wuxing also said it was bringing charges of murder against Prometheus on behalf of the mercenary unit the 58th Battle Brigade, who were passengers on the Wuxing-charted vessel. To back up their claims, Wuxing representatives presented a trideo confession of Hal Newspring, who apparently had "turned himself over to Wuxing" out of guilt of what he had done.

Prometheus protested, but it did them little good. The Court ruled by a narrow margin that with this evidence and charges levied by Wuxing, an independent investigation would be conducted before a final decision was made on the matter. It was far from the vindication Prometheus had hoped for, but at least it wasn't a ruling against them.

And while everyone, including Prometheus, was distracted with the whole MDC/UCAS pissing contest over territorial sovereignty, NYPD, Inc. fighting to have the lawsuits against them dismissed (mostly through massive payouts), and the drama that was playing out in the Corporate Court, no one paid attention to the stock markets. While the Battle of Manhattan was ultimately a tactical stalemate for both sides, the entire effort had a plummeting effect on Prometheus' stock.

Due to the damage Prometheus had sustained and the ongoing drama between them and Wuxing, many stockholders felt that there was no way the company could recover. Adding to the problem were planted rumors about lost research data and destroyed labs. This was enough to cause Prometheus stock prices to plummet. Over several days Wuxing quietly gobbled up Prometheus stock through various shell companies and took complete control. Prometheus Engineering was now owned by Wuxing, and all charges and counter-charges were dropped. By the time it was all said and done, it took Wuxing roughly two months longer than originally planned to acquire Prometheus Engineering and gain a seat on the MDC board.

AWARDING KARMA

Karma represents the universe's reward for hard work and a job well done. At the end of a *Shadowrun* adventure, Karma is awarded to each player character for the part they played. Just surviving deserves some Karma, and accomplishing specific goals earns more. It's rare for any player character to earn every point of Karma available. Karma can also be lost as well.

Notes the gamemaster makes during the adventure on player characters' performance are the best resource for assuring Karma points are awarded accurately and fairly.

When playing *SR4A*, award Karma points for exceptional roleplaying, humor, or heroics—anything that improves the game experience deserves to be rewarded (in *SR5*, such actions are rewarded through refreshed Edge). By the same token, don't be afraid to subtract Karma from player characters who detract from the game experience, are particularly foolhardy, or make out-of-character choices/actions.

In *The Battle of Manhattan* (regardless of the edition you are playing), bonus Karma is also awarded for every genuine local contact the player characters develop during the adventure. Gamemasters do not need to share this—or any other Karma requisites—with their players. Playing the adventure as presented, without informing the players of what actions will result in a Karma award or deduction, keeps the players from second-guessing themselves (and the gamemaster) during the game. This makes for a more enjoyable adventure experience.

Don't be afraid to award Notoriety points to the players. This can follow the player characters back home from Manhattan. Notoriety points are earned through things such as failing to honor a debt (1), betraying Mr. Johnson (1), getting caught reselling data pertaining to the run (1) or failing to do precisely what Mr. Johnson requested (1).

TEAM KARMA

- Successfully convincing the Big Circle Society to acknowledge the Red Dragon Society: 1
- Successfully retrieving the blueprints from the archive: 1
- Using stealth, guile, or negotiation to avoid combat: 1
- Avoiding unnecessary combat at the Archives: 1
- Making at least one permanent contact in the mission: 1
- Acting in a professional manner and impressing Mr. Johnson: 1
- Thinking outside of the box or doing something outside their comfort zone: 1
- Successfully adapting to Manhattan: 1
- Avoiding unnecessary/excessive collateral damage: 1
- Successfully working to resolve problems without relying excessively on contacts 1

BONUS KARMA

- Bonus Karma: 1 per each contact gained

INDIVIDUAL KARMA

- Situation Award: 1
- Surviving: 3

SR4A INDIVIDUAL AWARD

- Good roleplaying: 1-3
- Guts/Bravery: 1
- Humor: 1
- Pushing the storyline along: 1

LEGWORK

AWARDING CONTACTS

Many of the contacts that are presented in *The Battle of Manhattan* are specific to the New York region. However, if the players and the gamemaster like the setting and wish to set their campaign in Manhattan/New York, the contacts they have made will prove helpful and can be used in that campaign. The outcome of *The Battle of Manhattan* will determine how Wuxing and the Triads deal with the runners in future encounters (wanting to kill the players, for example, would make future contracts unlikely).

LEGWORK

As the runners go through the adventure, they'll have numerous opportunities for research. This section gives some results for legwork the runners may attempt. Research can involve the Matrix, checking with contacts, or any other method the runner team devises.

Note that some information is best presented to the players as handouts (which can be found at the end of the book). You can provide the runner team with handouts prior to starting the game or give the player characters the information only after they've researched the topic. Some information may be most effective if presented in the course of relevant scenes.

CONTACTS

The shadowrunners, and by extension their regular contacts, may not be familiar with Manhattan or New York. Apply a

+2 threshold modifier for any rolls that a regular contact makes in regards to information that is not within their field of expertise. A fixer in Seattle, for example, may have trouble finding information on Al-Hazad's House of Wonders; a local contact, particularly a smuggler or pirate, might be more appropriate. If the players are seeking information from a contact with the relevant Knowledge skill, roll for the contact; the number of hits determines the amount of information the contact knows. Of course, a contact may choose not to share everything they know with the player character—depending on how much nuyen the runners are willing to invest. Alternatively, a contact may ask around on the player characters' behalf. To do this, roll the contact's Connection Rating + Charisma. Treat this as an Extended Test with one-hour intervals. Add up the cumulative hits to determine how much relevant/useful information he or she is able to obtain from these secondary contacts. Once you have determined the net hits achieved for any contact, refer to the Contacts Table below.

SEARCHING THE MATRIX

Player characters may elect to search for information themselves by scouring the various data havens and informational dumpsites throughout the Matrix. In this case, have the player character perform a Data Search + Browse Extended Test for *SR4A* or a Computer + Logic [Mental] extended test for *SR5*. The player will only be able to roll 6 tests total. After this, any data not uncovered is simply too obscure or well hidden in the Matrix for that player to find. Not everything is available on the Matrix. Gamemasters may decide what data is reasonably available on the Matrix, what data can only be found in secured nodes, and what data simply isn't available at all.

LEGWORK CHARTS

ONE

A group of troubleshooters, One was sent by the Triads, on behalf of Wuxing, to lay the groundwork for Wuxing's takeover of Prometheus Engineering

Sample contacts: Manhattan experts, Triad experts, Wuxing experts.

Contact	Matrix Search	Results
0	0	"Two, three, four, five?"
2	4	"They're from one of the big Triad groups, Red Dragon Society. Big Timers from Hong Kong."
4	5	"When the Red Dragons have a special problem, they usually send One in to deal with it."
6	8	"The way I hear it, One is also the personal troubleshooters of Lung himself."
7+	12+	"One is an adept, pretty powerful. The other is a mage, also pretty powerful, both at least mid-level. The third member of the team is a troll technomancer. She also keeps the tac-net they use up and running. Makes it look like they have some kind of hive-mind thing going."

MANHATTAN ISLAND

Devastated by an earthquake in 2005, it's now a corporate controlled and operated island.

Sample contacts: Cartographers, Geographers, Manhattan experts

Contact	Matrix Search	Results
0	0	"Don't they have a sports team or something?"
2	3	"Corps own the whole damn thing. They make the law there. You need a pass just to get in. They turned it into one of the strictest security zones in the world. Make sure your PAN is broadcasting or the cops may have a little chat with you."
3	4	"Different areas have different ratings, if your pass isn't authorized for that rating, you'll get a warning. Better obey it or the cops will have an even worse conversation with you."
4	5	"Despite what the corps want, the shadows are still thriving in New York and Manhattan. You have to be smart about it, have a good fake pass and licenses, but it's possible to work there. Although most of the talent doesn't stay long and is from out of town."

SULLY

Sample Contacts: East Coast Riggers, Manhattan Law Enforcement, Manhattan Shadowrunners, Smugglers

Contact	Matrix Search	Results
0	0	"You have any idea of how many jokers I know by that name?"
2	4	"Cabbie who works New York. He gets around, meets a lot of people in his line of work."
3	5	"Knows a lot of people and can get a lot of things. If he can't get it, or knows someone, he knows someone who can and does. Drives a really big cab."
4	6	"Sully's a well-known fixer, uses his cab as a front to meet new people. Good guy, never screws anyone over. Never really tells anyone anything,

		but he puts them in touch with people who will."
5	7	"Sully used to be a shadowrunner, but made it big when he helped out a local Mafioso back in the day. Now he mostly drives his cab, but he's wired into this whole town. People like and respect him because he helps people and never rats anyone out. Even the cops let him do his thing."

PROMETHEUS ENGINEERING

Sample Contacts: Corporate experts, Manhattan experts

Contact	Matrix Search	Results
0	0	"Isn't that the new operating system coming out next year?"
2	2	"A Manhattan-based AA-rated corp. Does a lot of research into structural engineering. They have a seat on the MDC board."
3	3	"Helped rebuild half of Manhattan ever sense the big one of '05. They have a lot of local ties and allies here. They may not be AAA, but they can hang with the big boys.
4	6	"Rumors going around about a takeover, and a lot of the higher-ups getting real nervous.

CAST OF SHADOWS

SULLY

The ork cabbie has been a fixture in the New York runner scene for years. No one's sure where he came from, but rumor says he starting driving cabs when he was fifteen, using a fake permit. In the early sixties Sully saved the life of a Mafia capo during a revenge hit and in return was introduced to a more select clientele. Sully then began discreetly transporting everyone from corp VIPs to various criminal types to celebrities who want to stay out of sight. In-between jobs, he's worked as a rigger, putting his intimate knowledge of New York geography to good use. Five years ago, Sully semi-retired as a runner and became a respected fixer who uses his large network of friends and contacts to get whatever he or his friends may need. Sully has an interesting way of doing business. Instead of offering direct information (he's no rat, after all), he'll beat around the bush and tell stories that contain the necessary information. And if Sully doesn't have an appropriate story, he always knows someone who knows someone, who's looking for something ... you get the point. Sully mostly operates as a go-between and remembers what people need or want and then casually mentions to just the right person that he knows a guy who needs a thing.

SR4A

B	A	R	S	C	I	L	W	Ess	Ess	Init	IP
6	4	5 (7)	5	5	4	5	3	6	4.8	9 (11)	1

Matrix/VR Initiative/IP	10 / 3
Condition Monitors	11 / 11
Armor	6 / 2
Active Skills	Automotive Mechanic 4, Automatics 3, Close Combat skill group 4, Computer 3, Cracking skill group 3, Climbing 2, Data Search 3, Dodge 4, Electronics skill group 4, Forgery 2, Gunnery 4, First Aid 2, Infiltration 4, Influence skill group 5, Locksmith 2, Longarms 3, Navigation 4 (Urban +2), Palming 3, Perception 6, Pilot Ground Craft 5, Pilot Exotic Vehicle: Gold Whale 6, Pistols 4, Running 2, Shadowing 4 (Vehicle +2), Street Knowledge: New York 6, Swimming 2
Augmentations	Control rig, datajack, sim module, reaction enhancers 2
Gear	Commlink (Device Rating 6, w/ sim module modified for hot sim), form-fitting body armor (full suit), "Gold Whale" (vehicle, see below), medkit (Rating 4)
Weapons	Ruger Super Warhawk [Heavy Pistol, 6P, AP —, SA, RC —, 6(cy)]

SR5

B	A	R	S	W	L	I	C	EDG	ESS
6	4	5 (7)	5	3	5	4	5	6	3.7

Initiative	9 (11) + 3D6
Condition Monitors	11 / 10
Armor	9
Limits	Physical 7 (8), Mental 6, Social 6
Skills	Automotive Mechanic 4, Automatics 3, Close Combat skill group 4, Cracking skill group 3, Climbing 2, Computer 3, Electronics skill group 4, Forgery 2, Gunnery 4, First Aid 2, Infiltration 4, Influence skill group 5, Locksmith 2, Longarms 3, Navigation 4 (Urban +2), Palming 3, Perception 6, Pilot Ground Craft 7, Pilot Exotic Vehicle: Gold Whale 8, Pistols 4, Running 2, Tracking 4 (Vehicle +2), Street Knowledge: New York 10, Swimming 2
Augmentations	Control rig 2, datajack, reaction enhancers 2
Vehicles	"Gold Whale"
Gear	Armor vest [9], commlink (Device Rating 6), medkit (Rating 4)
Weapons	Ruger Super Warhawk [Heavy Pistol, Acc 5, DV 9P, AP –2, SS, RC —, 6(cy)]

GOLD WHALE (VEHICLE)

A custom-built mix of vehicle parts, the Gold Whale has been ferrying people for years. The vehicle is as unique as its owner, and stories of where the Whale came from have changed many times. Some say it's a test-bed for a new armored VIP transport, others say it was designed by an auto engineer who blew a fortune on R&D costs just to piss off his bosses. All Sully will say is he "got it from a friend near Detroit." A combination of step-van and limo, the Whale isn't very fast, but with its drive-by-wire system controlling the independent wheel suspension, it can turn corners and navigate congested traffic with ease. A reinforced frame and

armored sides keep the Whale safe during times when business isn't exactly friendly.

SR4A						
HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS
0	15/25	120	4	40	20	4
Upgrades/Accessories						
Amenities (low), Armor (concealed), Life Support (level 1), Personal Armor, Rigger Adaptation, Turbocharger						

SR5							
HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS	SEATS
0	15/25	120	4	40	20	4	6
Upgrades/Accessories							
Rigger Adaptation							

"ONE"

Originating from the Red Dragon Society in Hong Kong, One is a diverse group of Triad troubleshooters specializing in behind-the-scenes work. They're a favorite tool of the great dragon Lung, although officially they're Triad members rather than his independent lieutenants. Whatever the case, when One is on the scene those in the know can see Lung's open hand at play. Though there are three of them, they take great care not to act in unity. Their name derives from the numerology for "Certainty" and they uphold this ideal in every way. The team is always linked via a custom tac-net in their commlinks to better facilitate communication among them.

WILLIAM XIAN

HUMAN MALE ADEPT

At first glance, William Xian looks like just another stereotypical Triad gangster. This is deliberate to hide his Awakened nature. Born in Hong Kong and abandoned by his parents, Xian learned how to defend himself at a very early age. During those hard early years, he learned that the right words can be as powerful as his fists. When his adept powers manifested at age thirteen, Xian used them to further this idea. Over the years he became one of the Red Dragon Society's top faces and One's de facto leader. In the field, Xian acts as One's voice and will answer any questions even if said question is directed to either Zarah or Master Wu. In combat, he is ruthlessly efficient and often switches tactics to confuse his enemies. Many underestimate the reasonable-sounding Xian only to become his victim.

ZARAH, TROLL FEMALE TECHNOMANCER

A dark-skinned African troll woman, she epitomizes the Triad policy of skills over other concerns. Originally from Cape Town, she underwent her emergence at age eight. Zarah first came to the attention of the Triads when she stowed away on one of their freighters, drawn to its communication signals. Zarah was almost killed for her trespass, but when the Triad captain discovered she was a techno, he offered her a choice: work for them or be dropped into the sea. She has served faithfully ever sense. A technomancer of significant skill, she gained the attention of none other than the great dragon Lung. Among her other tasks, Zarah is responsible for maintaining the team's tac-net and the instant communications needed to make their hive mind facade work. Despite her size and metatype, Zarah hates direct combat and will often use drones or avoid it all together.

SR4A

B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5 (7)	4	6	4	4	5	8	6	6	9 (11)	1 (3)

Condition Monitors	11 / 11
Armor	9 / 3
Active Skills	Athletics skill group 4, Close Combat skill group 5, Computer 3, Data Search 3, Demolitions 3, Dodge 4, Firearms skill group 4, First Aid 3, Gunnery 3, Influence skill group 5, Intimidation 5, Perception 5, Pilot Ground Craft 3, Pilot Watercraft 2, Stealth skill group 4, Throwing Weapons 4
Qualities	Adept
Initiate Grade	2
Metamagics	Adept Centering, Masking
Adept Powers	Combat Sense (2), Commanding Voice, Cool Resolve (2), Enhanced Perception (2), Kinesics (2), Improved Reflexes (2), Improved Senses (low-light vision, Iron Will (2), Motion Sense, Nerve Strike, Voice Control
Gear	Actioneer Business Clothing, commlink (device rating 5), contacts [Rating 3, w/ image link, thermographic vision, ultrasound], earbuds [Rating 3 w/ audio enhancement 1, spatial recognizer], form-fitting body armor (half-body)
Weapons	HK MP-5TX [SMG, DV 5P, AP –4, SA/BF/FA, RC 1, 28(c), w/ APDS ammo, spare clips x2] Cougar Fine shortblade [Blade, DV 3P, AP –1]

SR5

B	A	R	S	W	L	I	C	M	EDG	ESS
5	5	5 (7)	4	5	4	4	6	8	6	6

Initiative	9 (11) + 3D6
Condition Monitors	11 / 11
Armor	8
Limits	Physical 6 (8), Mental 6, Social 7 (8)
Skills	Athletics skill group 5, Close Combat skill group 9, Computer 3, Demolitions 3, Firearms skill group 8, First Aid 3, Gunnery 3, Gymnastics 5, Influence skill group 7, Intimidation 7, Perception 5, Pilot Ground Craft 3, Pilot Watercraft 2, Stealth skill group 6, Throwing Weapons 5
Initiate Grade	2
Metamagics	Adept centering, masking
Adept Powers	Combat Sense (1), Critical Strike (1), Commanding Voice, Enhanced Perception (1), Kinesics (2), Improved Potential: Physical (1), Improved Potential: Social (1), Improved Reflexes (2), Kinesics (2), Killing Hands, Voice Control (2)
Gear	Actioneer Business Clothing [8], commlink (Device Rating 5), contacts [Rating 3, w/ image link, thermographic vision, ultrasound], earbuds [Rating 3, w/ audio enhancement 1, spatial recognizer]
Weapons	HK 227 [SMG, Acc 5(7), 7P, AP –4, SA/BF/FA, RC 1, 28(c), w/ APDS ammo, spare clips x2] Cougar Fine Shortblade [Blade, DV 6P, AP –1]

SR4A												
B	A	R	S	C	I	L	W	Res	Edg	Ess	Init	IP
7	3	3	6	4	6	6	6	6	4	6	9	1

Matrix Init/IP	12 / 3
Condition Monitors	12 / 11
Armor	8 / 6 (+1 Natural Armor)
Active Skills	Athletics skill group 3, Automatics 3, Blades 3, Clubs 2, Con 3, Cracking skill group 5, Dodge 4, Electronics skill group 4, Etiquette 3. Firearms skill group 3, Gunnery 4, Infiltration 4, Intimidation 3, Negotiation 3, Perception 4, Pilot Ground Craft 4, Pilot Watercraft 3, Pistols 3, Tasking skill group 5, Unarmed Combat 3
Qualities	Codeslinger, Intuitive Hacking (Edit), Natural Hardening, Photographic Memory, Technomancer
Living Persona	System 5, Response 5, Firewall 4, Signal 4
Complex Forms	Analyze 5, Armor 5, Attack 5, Biofeedback Filter 4, Command 4, Data Search 5, Decrypt 5, Encrypt 5, Spoof 4, Track 4
Gear	Armor jacket, earbuds [Rating 3 w/ Audio Enhancement 3], smartglasses [Rating 4, w/ image link, smartlink, ultrasound, vision magnification]
Weapons	Browning Ultra-Power [Heavy Pistol, DV 5P, AP –5, SA, RC —, 10(c), w/ APDS Ammo, spare clips x2]

SR5										
B	A	R	S	W	L	I	C	RES	EDG	ESS
7	3	3	6	4	6	6	4	6	4	6

Initiative	9 + 1D6
Matrix Initiative	12 + 3D6
Condition Monitors	12 / 10
Armor	12
Limits	Physical 7, Mental 8, Social 7
Active Skills	Athletics skill group 3, Automatics 3, Blades 3, Clubs 2, Con 3, Cracking skill group 5, Electronics skill group 4, Etiquette 3. Firearms skill group 3, Gunnery 4, Gymnastics 4, Infiltration 4, Intimidation 3, Negotiation 3, Perception 4, Pilot Ground Craft 4, Pilot Watercraft 3, Pistols 3, Tasking skill group 5, Unarmed Combat 3
Qualities	Codeslinger, Intuitive Hacking (Edit), Natural Hardening, Photographic Memory
Living Persona	Device Rating 6, Attack 4, Sleaze 6, Data Processing 6, Firewall 6
Complex Forms	Cleaner, Diffusion of Sleaze, Editor, Infusion of Sleaze, Static Veil, Puppeteer, Resonance Spike, Resonance Veil, Static Bomb, Transcendent Grid, Tattletale
Gear	Armor jacket [12], earbuds [Rating 3, w/ audio enhancement 3], glasses [Rating 4, w/ image link, smartlink, ultrasound, vision magnification]
Weapons	Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP –5, SA, RC —, 10(c) w/ APDS ammo, spare clips x2]

SIKORSKY-BELL MICROSKIMMER (2)*

SR4A						
HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	2/10	10	3	0	2	2

Upgrades/Accessories	Amenities (low), Armor (concealed), Life Support (level 1), Personal Armor, Rigger Adaptation, Turbocharger
Programs	Autosofts, Clearsight 3, Defense 2, Electronic Warfare1, Maneuver 3, Target (SMG) 3
Weapons	Shiawase Arms Tactical Model 71 [SMG, DV 5P, AP –1, SA/BF, RC 1(3), 25(c), w/ regular ammo, electronic firing, melee hardening, reduced weight, safe target system, Smartlink]

SR5						
HAND	ACCEL	SPEED	PILOT	BODY	ARM	SENS
+1	2/10	10	3	0	2	2

Upgrades/Accessories	Weapons mount, software upgrades
Programs	Clearsight 3, Electronic Warfare 1, (S-B Microskimmer) Evasion 3, (S-B Microskimmer) Maneuver 3, (S-B Microskimmer) Stealth 4, (SMG) Target 3
Weapons	HK 227 [SMG, Acc 5(7), 7P, AP –4, SA/BF/FA, RC (1), 28(c), w/ regular ammo, smartgun system]

*Has access to several other drones, these are just the most common.

MASTER WU, ELF MALE MAGE

Ancient, powerful, elegant, wise; these are the impressions that Master Wu cultivates. Whether or not this is how he actually is remains to be seen. Looking old and ancient even for an elf, Master Wu does not talk much about his past—in fact he doesn't talk much at all except to Xian and Zarah. And even then it's usually over their tac-net. During any kind of interaction, Master Wu plays up the silent, mysterious, mystical type; often stroking his Fu-Manchu beard, looking thoughtful, and using his magic in various displays to enhance his desired impression of himself. Often he will arc lighting from between his fingers, play with little fireballs in his hands, or simply make his eyes glow and unearthly color. All of these actions are designed to intimidate his opponents. And while Wu is flashy, he has the magical ability to back up most of the image he projects.

SR4A												
B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
5	5	5	3	5	4	4	6	8	5	6	9	1

Condition Monitors	11 / 11
Armor	8 / 3
Active Skills	Assensing 4, Astral Combat 5, Climbing 2, Close combat skill group 3, Conjuring skill group 5, Computer 3, Data Search 3, Dodge 4, Firearms skill group 3, First Aid 2, Gymnastics 3, Influence skill group 3, Intimidation 5, Perception 5, Pilot Ground Craft 1, Pilot Watercraft 1, Running 4, Sorcery skill group 4, Stealth skill group 4, Swimming 3
Qualities	Magician
Spells	Acid Stream, Armor, Ball Lightning, Combat Sense, Confusion, Detect Enemies, Detect Life, Detect Magic, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter
Metamagic	Centering, shielding
Gear	Commlink (Device Rating 5), form-fitting body armor (half body suit), heavy armored clothing (robes), smart contacts [Rating 3, w/ image link, thermographic vision, smartlink], power focus (Force 2)
Weapons	CZ-64 [Heavy Pistol, 5P, AP –1, SA, RC 1, 15(c), w/ regular ammo (total clips x3), smartlink]

SR5										
B	A	R	S	W	L	I	C	M	EDG	ESS
5	5	5	3	6	4	4	5	8	5	6

Initiative	9 + 1D6
Astral Initiative	8 + 2D6
Condition Monitors	12 / 10
Armor	9
Limits	Physical 6, Mental 6, Social 8
Active Skills	Assensing 6, Astral Combat 7, Climbing 2, Close Combat skill group 3, Conjuring skill group 7, Computer 3, Firearms skill group 3, First Aid 2, Gymnastics 3, Influence skill group 3, Intimidation 5, Perception 5, Pilot Ground Craft 1, Pilot Watercraft 1, Running 4, Sorcery skill group 7, Stealth skill group 4, Swimming 3
Metamagic	Centering, shielding
Spells	Acid Stream, Armor, Ball Lightning, Combat Sense, Confusion, Detect Enemies, Detect Life, Detect Magic, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter
Gear	Armor vest [9], commlink (Device Rating 5), smart contacts [Rating 3, w/image link, smartlink, thermographic vision], power focus (Force 2)
Weapons	Browning Ultra Power [Heavy Pistol, Acc 5(6), DV 8P, AP –1, SA, RC —, 10(c) w/ 2 spare clips regular ammo]

GENERIC COMBATANTS

GENERIC COMBAT MAGE

SR4A											
B	A	R	S	C	I	L	W	M	Edg	Ess	Init	IP
4	3	5	3	5	4	4	5	6	4	6	9	1

Condition Monitors	10 / 11
Armor	12 / 11
Active Skills	Assensing 4, Astral Combat 5, Climbing 2, Close Combat skill group 3, Conjuring skill group 5, Computer 3, Data Search 3, Dodge 4, Firearms skill group 3, First Aid 2, Gymnastics 3, Influence skill group 3, Intimidation 5, Perception 5, Pilot Ground Craft 1, Pilot Watercraft 1, Running 4, Sorcery skill group 4, Stealth skill group 4, Swimming 3
Qualities	Magician
Spells	Acid Stream, Armor, Ball Lightning, Chaos, Chaotic World, Combat Sense, Confusion, Control Actions, Detect Enemies, Detect Life, Detect Magic, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter
Gear	Commlink (Device Rating 5), full body armor, goggles [Rating 3, w/ image link, smartlink, thermographic vision]
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ regular ammo, spare clips x3]

SR5										
B	A	R	S	W	L	I	C	M	EDG	ESS
5	5	5	3	6	4	4	5	6	4	6

Initiative	9 + 1D6
Astral Initiative	8 + 2D6
Condition Monitors	11 / 11
Armor	15
Active Skills	Assensing 6, Astral Combat 6, Climbing 2, Close Combat skill group 3, Conjuring skill group 6, Computer 3, Firearms skill group 3, First Aid 2, Gymnastics 3, Influence Group 3, Intimidation 5, Perception 5, Pilot Ground Craft 1, Pilot Watercraft 1, Running 4, Sorcery skill group 6, Stealth skill group 4, Swimming 3
Spells	Acid Stream, Armor, Ball Lightning, Chaos, Chaotic World, Combat Sense, Confusion, Control Actions, Detect Enemies, Detect Life, Detect Magic, Flamethrower, Heal, Improved Invisibility, Increase Reflexes, Levitate, Lightning Bolt, Magic Fingers, Manabolt, Manaball, Physical Barrier, Powerbolt, Powerball, Punch, Shatter
Gear	Commlink (Device Rating 5), full-body armor [15], goggles [Rating 3, w/ image link, smartlink, thermographic vision]
Weapons	Ares Predator V [Heavy Pistol, Acc 5(8), DV 8P, AP –1, SA, RC —, 15(c) w/ regular ammo, 3 spare clips]

GENERIC COMBAT HACKER/DECKER

SR4A											
B	A	R	S	C	I	L	W	Edg	Ess	Init	IP
4	3	5	3	5	4	4	5	4	6	9	1

Matrix Init/IP	10 / 3
Condition Monitors	10 / 10
Armor	12 / 11
Active Skills	Cracking skill group 5, Dodge 4, Electronics skill group 5, Firearms skill group 3, First Aid 3, Influence skill group 4, Intimidation 2, Perception 5, Unarmed Combat 2
Augmentations	Commlink (Device Rating 5), cerebral booster 1, cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], datajack
Gear	Full body armor
Programs	Analyze 5, Armor 5, Attack 5, Biofeedback Filter 5, Browse 4, Command 5, Data Bomb 3, Decrypt 4, Edit 4, Exploit 5, Scan 5, Spoof 5, Stealth 5, Track 4)
Weapons	Ares Predator IV [Heavy Pistol, DV 5P, AP –1, SA, RC —, 15(c), w/ 3 spare clips]

SR5									
B	A	R	S	W	L	I	C	EDG	ESS
3	4	4	3	4	4 (5)	4 (5)	3	5	5.2

Initiative	8 + 1D6
Matrix Initiative	9 + 3D6/4D6 (Cold/Hot Sim)
Condition Monitors	10 / 10
Armor	15
Limits	Physical 5, Mental 6 (7), Social 6
Active Skills	Cracking skill group 7, Electronics skill group 6, Firearms skill group 4, First Aid 3, Gymnastics 4, Influence skill group 4, Intimidation 2, Perception 6, Unarmed Combat 3
Augmentations	Commlink (Device Rating 5), cerebral booster 1, cybereyes [Rating 2, w/ low-light vision, smartlink, thermographic vision], datajack
Gear	Erica Elite commlink (Device Rating 4), full-body armor, Novatetch Navigator cyberdeck (Device Rating 3, Atts 6 5 4 3, Program 3)
Programs	Armor, Biofeedback Filter, Edit, Encryption, Hammer, Signal Scrub, Toolbox
Weapons	Ares Predator V [Heavy Pistol, Acc 5(8), DV 8P, AP-1, SA, RC —, 15(c) w/ regular with, 3 spare clips]

MARCHING ORDERS

TO: Willing recruits
FROM: The people who can pay you

Come to Manhattan. We will pay.

We won't bother with appeals to patriotism, or to your best instincts, or to anything the least bit noble. Come to Manhattan because there is a fight breaking out. Fighting is what you are paid for. Fighting is what you were born for. Come because there is money to be made.

You don't need to pick a side. Sides shift, sides change. In the end, the only consistent thing is that you are the only one you can count on. You fight for yourself. That is something you should be used to. That is how you live.

Come to Manhattan because the corporations are spoiling for a fight. Most of the time, we're good at keeping our spats clean and civilized. We lie, we cheat, we steal, but we do not engage in anything as vulgar as open street fighting. Sometimes, though, we can't help ourselves. Sometimes, the tension gets to be too much, and it breaks, and it bursts into the open.

That time is coming.

Bring your skills, bring your wits, and definitely bring your guns. You'll need everything you got. We are anxious to take advantage of what you have.

Come to Manhattan. We're waiting for you.

Battle of Manhattan is the third in the *Boardroom Backstabs* series of adventures for use with *Shadowrun, Twentieth Anniversary Edition* and *Shadowrun, Fifth Edition.*

SHADOWRUN
FIFTH EDITION

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